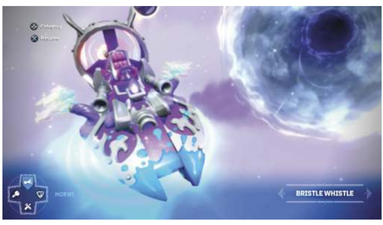
Portal Mastery
Skylanders SuperChargers

Welcome back to Skylanders, Portal Master! Kaos has disabled Portals but that won't stop the newest Skylanders, the SuperChargers, from stopping him, especially when they have your help! Much has changed since your last adventure in Skylands, but many things remain that are familiar to veteran Portal Masters.

The newest Skylanders come with a variety of Vehicles that travel on Land, over the Sea, or through the Sky. Any Skylander can control any Vehicle but each SuperCharger has a special affinity for one vehicle.

RACING FOR ADVENTURE AND PRIZES

What happens when people who love Vehicles gather together? They race! There are twelve tracks for you to tackle in addition to challenges in the adventure that require a Vehicle to complete. As you find mods, you can tinker with your vehicles and fine-tune their stats to your liking.



WHAT DO I NEED TO SEE EVERYTHING IN THE ADVENTURE?

In order to complete every area and challenge during the Adventure, you need one Land Vehicle, one Sea Vehicle, and one Sky Vehicle, plus a Skylander to pilot them. You need one Vehicle for each of the ten elements to complete the Great Grizzo's Elemental Gate challenges in Skylander Academy.

You could clear the main story of Skylanders SuperChargers™ with only one Skylander and a Land Vehicle, but Skylanders cannot be revived once they fall in battle, and you must restart the level if you run out of healthy Skylanders.

RANDOM REWARD OBJECTS

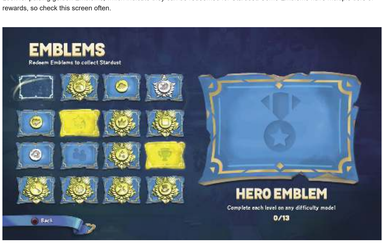
During the adventure, the items contained in treasure chests, gift-wrapped boxes, and Epic Treasure Chests (as well as the items given by the Wishing Well in the Skylanders Academy) are determined randomly. The items could be a Soul Gem, Winged Sapphire, Skystone, Hat, Kaos Diary, or Legendary Treasure. In this guide, treasure chests and gift-wrapped boxes are collectively known as Random Reward Objects. Piñatas are another Random Reward Object. You must destroy them with attacks to claim what's inside. The contents of piñatas include Gold, Food, Stardust, and Gearbits.

PORTAL MASTER RANK

You begin at Rank 1 and top out at Rank 75. Each Rank you gain provides a Power, or choice of Powers. Portal Masters gain ranks by collecting Stardust. There are several ways to earn Stardust, including completing Adventure Chapters and quests, winning races, completing challenges, earning Emblems, and even destroying piñatas and other objects that provide random rewards.

PORTAL MASTER EMBLEMS

Portal Master Emblems track your progress in different areas of gameplay and reward you when you hit certain milestones. Look for pulsing golden Emblems, which indicate they can be redeemed for Stardust. Some Emblems have multiple tiers of rewards, so check this screen often.



Portal Master Emblems

EMBLEM	ACQUIRED
Hero	Complete each level on any difficulty mode! (13)
Treasure Hunter	Collect Epic Treasure Chests (3/6/10/14/19/24/31/40/50/66)
Sky Pilot	Earn Stars in Sky races! (1/5/10/25/42)
Seafarer	Earn Stars in Sea races! (1/5/10/25/42)
Speedster	Earn Stars in Land races! (1/5/10/25/42)
Shooting Star	Earn Stars in Missions! (1/3/5/8/11/14/18/22/27/33)
Gemologist	Collect Soul Gems (1/3/5/8/11/14/18)
Card Battler	Win Skystones Overdrive games! (1/3/5/8/11/15)
Warrior	Defeat enemies! (50/150/300/525/825/1200/1650/2200/2900/3750)
Tag Team	Complete Missions with other players! (1/3/5/8/11/15)
Gate Smasher	Complete Elemental Gate zones in the Academy! (1)
Speed Racer	Participate in Online races! (1/3/5/8/11/15)
Locksmith	Collect all 3 Sparks in each Live Wire Lock! (1/3/5/8/11/15)
Relic Seeker	Collect Skystones, Kaos Diaries, and Legendary Treasures! (4/10/20/32/44/58/74/92/116/150)
Technician	Collect Vehicle Mods! (4/10/20/30/42/56/72/88/106/126)
Mad Hatter	Collect Hats! (4/12/24/40/60/86/118/158/206/266)

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Portal Mastery

Portal Master Rank Powers

Starting at Rank 2, you earn Powers that affect your rewards, and the abilities and rewards earned by Skylanders. For most levels, you are given a choice between multiple Powers but only one can be active at a time. You can change the active Power through the Portal Master menu while in the Academy.

Power Ranks

RANK	POWERS				
1	None				
2	XP Gain				
3	Gold Gain				
4	XP Gain	Gold Gain			
5	Racing Gold	Racing Gearbits			
6	Flame Shield	Path of Frost			
7	Racing Gold	Racing Gearbits			
8	Bane of Trolls	Bane of Undead			
9	Cyclonic Shield	Stony Barrier			
10	Clockwork Barrier	Mirror Shell			
11	Trendy Townsfolk	Dapper Dummies			
12	Path of Vines	Skeletal Subject			
13	Racing Gold	Racing Gearbits			
14	Lucent Lasers	Shadowy Shell			
15	Flame Shield	Cyclonic Shield	Clockwork Barrier	Skeletal Subject	Lucent Lasers
	Path of Frost	Stony Barrier	Mirror Shell	Path of Vines	Shadowy Shell
16	Land Gearbits	Sky Gearbits			
17	Land Gearbits	Sea Gearbits			
18	Sky Gearbits	Sea Gearbits			
19	Racing Gold	Racing Gearbits			
20	Stormy Entrance	Stony Entrance			
21	Mission Stardust	Emblem Stardust			
22	Emblem Stardust	Live Wire Stardust			
23	Live Wire Stardust	Mission Stardust			
24	Flashy Entrance	Shadowy Entrance			
25	Analytical Entrance	Entrancing Entrance			
26	Bane of Bugs	Bane of Spell Punks			
27	Renewing Entrance	Enervating Entrance			
28	XP Gain	Gold Gain			
29	Scalding Entrance	Frosty Entrance			
30	Stormy Entrance	Stony Entrance	Flashy Entrance	Shadowy Entrance	Analytical Entrance
	Entrancing Entrance	Renewing Entrance	Enervating Entrance	Scalding Entrance	Frosty Entrance
31	XP Festivities	Gold Festivities			
32	XP Festivities	Gearbit Festivities			
33	Gearbit Festivities	Gold Festivities			
34	Wishful Scavenging	Prosperous Scavenging			
35	Targeting Strike	Ensorcelling Strike			
36	Legendary Rewards	Skystones Rewards			
37	Legendary Rewards	Skystones Rewards			
38	Wishful Scavenging	Prosperous Scavenging			
39	Invigorating Strike	Enervating Strike			
40	Searing Strike	Permafrost Strike			
41	Bane of Drow	Bane of Pirates			
42	Shining Strike	Cursed Strike			
43	XP Gain	Gold Gain			
44	Tempest Strike	Gorgon Strike			
45	Targeting Strike	Ensorcelling Strike	Invigorating Strike	Enervating Strike	Searing Strike
	Permafrost Strike	Shining Strike	Cursed Strike	Tempest Strike	Gorgon Strike
46	Critical Skylanders	Armored Skylanders			
47	Elemental Skylanders	Speedy Skylanders			
48	Overgrowth	Curse of Undeath			
49	Elemental Skylanders	Critical Skylanders			
50	Speedy Skylanders	Armored Skylanders			
51	Fiery Fuel	Freezing Backlash			
52	Land Armor	Sea Armor	Sky Armor		
53	Land Speed	Sea Speed	Sky Speed		
54	Radiant Recovery	Curse of Darkness			
55	Tailwind	Earthen Guard			
56	Land Acceleration	Sea Acceleration	Sky Acceleration		
57	Land Handling	Sea Handling	Sky Handling		
58	Land Weight	Sea Weight	Sky Weight		
59	Technical Analysis	Mystical Barrier			
60	Overgrowth	Curse of Undeath	Fiery Fuel	Freezing Backlash	Radiant Recovery
	Curse of Darkness	Tailwind	Earthen Guard	Technical Analysis	Mystical Barrier
61	Nigthmare Power	Nightmare Armor			
62	Nightmare Criticals	Nightmare Speed			
63	XP Gain	Gold Gain			
64	Nightmare Armor	Nightmare Speed			
65	Nightmare Power	Nightmare Criticals			
66	Fiery Desperation	Freezing Desperation			
67	Stormy Desperation	Rocky Desperation			
68	Bane of the Open Road	Bane of the High Seas	Bane of the Blue Skies		
69	Skylander Healer	Mechanical Genius	Overdriver	Skylander Commander	
70	Metallic Desperation	Mystical Desperation			
71	Vigorous Desperation	Necromantic Desperation			
72	Nightmarish Offense	Nightmarish Defense	Elite Training	Crisis Training	
73	Luminous Desperation	Shadowy Desperation			
74	Skylander Tutor	Prodigous Pilot	Peak Training	Improved Shields	
75	Fiery Desperation	Freezing Desperation	Stormy Desperation	Rocky Desperation	Metallic Desperation
	Mystical Desperation	Vigorous Desperation	Necromantic Desperation	Luminous Desperation	Shadowy Desperation

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Portal Mastery

Portal Master Powers

Descriptions

POWER	DESCRIPTION
Analytical Entrance	Tech Skylanders reduce the Armor of enemies when summoned! (once per mission)
Armored Skylanders	All Skylanders gain a bonus to their Armor!
Bane of Bugs	Skylanders do extra damage and have a higher Critical Hit chance against Bugs!
Bane of Drow	Skylanders do extra damage and have a higher Critical Hit chance against Drow!
Bane of Pirates	Skylanders do extra damage and have a higher Critical Hit chance against Pirates!
Bane of Spell Punks	Skylanders do extra damage and have a higher Critical Hit chance against Spell Punks!
Bane of the Blue Skies	Skylanders do extra damage and have a higher Critical Hit chance against Sky Vehicle enemies!
Bane of the High Seas	Skylanders do extra damage and have a higher Critical Hit chance against Sea Vehicle enemies!
Bane of the Open Road	Skylanders do extra damage and have a higher Critical Hit chance against Land Vehicle enemies!
Bane of Trolls	Skylanders do extra damage and have a higher Critical Hit chance against Trolls!
Bane of Undead	Skylanders do extra damage and have a higher Critical Hit chance against undead enemies!
Clockwork Barrier	Tech Skylanders get a protective barrier of gears in a Tech Zone! (once per mission)
Crisis Training	Skylanders gain a bonus to their Armor when their Health is Low!
Critical Skylanders	All Skylanders gain a bonus to their Critical Hit chance!
Curse of Darkness	A chance for Dark Skylanders hit in a Dark Zone to strike back with a damaging curse!
Curse of Undeath	A chance for Undead Skylanders hit in an Undead Zone to reduce the enemy's Attack!
Cursed Strike	Dark Skylander attacks have a chance to hit enemies with a damaging curse!
Cyclonic Shield	Air Skylanders get a damaging wind aura in a Air Zone! (once per mission)
Dapper Dummies	Training Greebles at the Academy will sometimes wear hats!
Earthen Guard	A chance for Earth Skylanders hit in an Earth Zone to gain a temporary Armor boost!
Elemental Skylanders	All Skylanders gain a bonus to their Elemental Power!
Elite Training	Skylanders gain a bonus to their Attack when at full Health!
Emblem Stardust	Stardust gained by completing Emblems is worth more!
Enervating Entrance	Undead Skylanders reduce the Attack of enemies when summoned! (once per mission)
Enervating Strike	Undead Skylander attacks have a chance to reduce the Attack of enemies!
Entrancing Entrance	Magic Skylanders daze enemies when summoned! (once per mission)
Ensorcelling Strike	Magic Skylander attacks have a chance to daze and incapacitate enemies!
Fiery Desperation	Fire Skylanders get a damaging flame aura when their Health is low!
Fiery Fuel	A chance for Fire Skylanders hit in a Fire Zone to gain a temporary Attack boost!
Flame Shield	Fire Skylanders get a damaging flame aura in a Fire Zone! (once per mission)
Flashy Entrance	Light Skylanders stun enemies with a bright flash when summoned! (once per mission)
Freezing Backlash	A chance for Water Skylanders hit in a Water Zone to freeze the enemy in place!
Freezing Desperation	Water Skylanders leave a freezing trail of ice when their Health is low!
Frosty Entrance	Water Skylanders freeze enemies in place when summoned! (once per mission)
Gearbit Festivities	Skylanders gain more Gearbits from Piñatas!
Gold Festivities	Skylanders gain more Gold from Piñatas!
Gold Gain	Picking up treasure is worth more Gold!
Gorgon Strike	Earth Skylander attacks have a chance to turn enemies to stone!
Improved Shields	All Vehicle Shield power-ups restore 20% more Shield power!
Invigorating Strike	Life Skylander attacks have a chance to drain Health from enemies!
Land Acceleration	Land Vehicles gain a bonus to their Acceleration!
Land Armor	Land Vehicles gain a bonus to their Armor!
Land Gearbits	Gearbits are worth more when driving a Land Vehicle!
Land Handling	Land Vehicles gain a bonus to their Handling!
Land Speed	Land Vehicles gain a bonus to their Speed!
Land Weight	Land Vehicles gain a bonus to their Weight!
Legendary Rewards	Gold rewards from Legendary Treasures placed in the Academy are increased!
Live Wire Stardust	Stardust gained by completing Live Wire Locks is worth more!
Lucent Lasers	Light Skylanders summon a minion of light in a Light Zone! (once per mission)
Luminous Desperation	Light Skylanders summon a minion of light when their Health is low!
Mechanical Genius	When a damaged Vehicle is summoned it regains some of its Shield power! (once per mission)
Metallic Desperation	Tech Skylanders get a protective barrier of gears when their Health is low!
Mirror Shell	Magic Skylanders get a reflective energy shield in a Magic Zone! (once per level)
Mission Stardust	Stardust gained by completing Missions is worth more!
Mystical Barrier	A chance for Magic Skylanders hit in a Magic Zone to nullify or reflect the enemy's attack!
Mystical Desperation	Magic Skylanders get a reflective energy shield when their Health is low!
Necromantic Desperation	Undead Skylanders summon a skeletal minion when their Health is low!
Nightmare Armor	All Skylanders gain a bonus to Armor on Nightmare Mode!
Nightmare Criticals	All Skylanders gain a bonus to Critical Hit chance on Nightmare Mode!
Nightmare Power	All Skylanders gain a bonus to Attack on Nightmare Mode!
Nightmare Speed	All Skylanders gain a bonus to Speed on Nightmare Mode!
Nightmarish Defense	All Skylanders gain a bonus to Armor and Speed on Nightmare Mode!
Nightmarish Offense	All Skylanders gain a bonus to Attack and Critical Hit chance on Nightmare Mode!
Overdriver	Vechicles gain a large temporary boost to their stats when summoned! (once per mission)
Overgrowth	A chance for Life Skylanders hit in a Life Zone to trigger a temporary Elemental Power boost!
Path of Frost	Water Skylanders leave a freezing ice trail in a Water Zone! (once per mission)
Path of Vines	Life Skylanders leave a paralyzing vine trail in a Life Zone! (once per mission)
Peak Training	Skylanders at level 20 with all of their upgrades gain a bonus to their max Health!
Permafrost Strike	Water Skylander attacks have a chance to freeze enemies in place!
Prodigious Pilot	Vechicles gain an extra bonus to Armor and Speed when Supercharged!
Prosperous Scavenging	Breakables in the Academy are more likely to contain Gold!
Racing Gearbits	Gain more Gearbits from winning races!
Racing Gold	Gain more Gold from winning races!
Radiant Recovery	A chance for Light Skylanders hit in a Light Zone to gain temporary Health recharge!
Renewing Entrance	Life Skylanders drain Health from enemies when summoned! (once per mission)
Rocky Desperation	Earth Skylanders get a protective barrier of stones when their Health is low!
Scalding Entrance	Fire Skylanders hit enemies with damaging steam when summoned! (once per mission)
Sea Acceleration	Sea Vehicles gain a bonus to their Acceleration!
Sea Armor	Sea Vehicles gain a bonus to their Armor!
Sea Gearbits	Gearbits are worth more when driving a Sea Vehicle!
Sea Handling	Sea Vehicles gain a bonus to their Handling!
Sea Speed	Sea Vehicles gain a bonus to their Speed!
Sea Weight	Sea Vehicles gain a bonus to their Weight!
Searing Strike	Fire Skylander attacks have a chance to hit enemies with damaging steam!
Shadowy Desperation	Dark Skylanders get a life-draining shadow aura when their Health is low!
Shadowy Entrance	Dark Skylanders hit enemies with a damaging curse when summoned! (once per mission)
Shadowy Shell	Dark Skylanders get a life-draining shadow aura in a Dark Zone! (once per mission)
Shining Strike	Light Skylander attacks have a chance to stun enemies with a bright flash!
Skeletal Subject	Undead Skylanders summon a skeletal minion in an Undead Zone! (once per mission)
Sky Acceleration	Sky Vehicles gain a bonus to their Acceleration!
Sky Armor	Sky Vehicles gain a bonus to their Armor!
Sky Gearbits	Gearbits are worth more when driving a Sky Vehicle!
Sky Handling	Sky Vehicles gain a bonus to their Handling!
Sky Speed	Sky Vehicles gain a bonus to their Speed!
Sky Weight	Sky Vehicles gain a bonus to their Weight!
Skylander Commander	Skylanders gain a large temporary boost to their stats when summoned! (once per mission)
Skylander Healer	When a wounded Skylander is summoned it regains some of its Health! (once per mission)
Skylander Tutor	All Skylanders can change Upgrade Paths when speaking with Persephone!
Skystones Rewards	Rewards from winning Skystones Overdrive games are increased!
Speedy Skylanders	All Skylanders gain a bonus to their Speed!
Stony Barrier	Earth Skylanders get a protective barrier of stones in an Earth Zone! (once per mission)
Stony Entrance	Earth Skylanders turn enemies to stone when summoned! (once per mission)
Stormy Desperation	Air Skylanders get a damaging wind aura when their Health is low!
Stormy Entrance	Air Skylanders shock enemies with an electric pulse when summoned! (once per mission)
Tailwind	A chance for Air Skylanders hit in an Air Zone to gain a temporary Speed boost!
Targeting Strike	Tech Skylander attacks have a chance to reduce the Armor of enemies!
Technical Analysis	A chance for Tech Skylanders hit in a Tech Zone to gain a temporary Critical Hit chance boost!
Tempest Strike	Air Skylander attacks have a chance to shock enemies with an electric pulse!
Trendy Townsfolk	Townsfolk at the Academy will sometimes wear hats!
Vigorous Desperation	Life Skylanders leave a paralyzing vine trail when their Health is low!
Wishful Scavenging	Breakables in the Academy are more likely to contain Wishstones!
XP Festivities	Skylanders gain more XP from Piñatas!
XP Gain	XP from defeated enemies is worth more!

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Portal Mastery

Selecting Portal Master Powers

The following tables organize Portal Master Powers into groups for different situations. For example, if you want to start with a fresh Life Skylander, all the Powers related to Life Skylanders are grouped together so you know what levels to check in the Portal Master Powers menu.

ADVENTURE MODE IMPROVEMENTS

If you're about to tackle an Adventure chapter, select the Powers listed here to boost your Skylander or the rewards you could earn. Some abilities listed here can't be active at the same time.

Powers Active At Skylander Academy

POWER	RANK(S) AVAILABLE
Trendy Townsfolk OR Dapper Dummies	11
Prosperous Scavenging	34, 38
Wishful Scavenging	34, 38
Legendary Rewards	36, 37
Skylander Tutor	74

General Combat Improvements

POWER	RANK(S) AVAILABLE
Bane of Trolls OR Bane of Undead	8
Bane of Mugs OR Bane of Spell Punks	26
Bane of Drow OR Bane of Pirates	41
Bane of the Open Road OR Bane of the High Seas OR Bane of the Blue Skies	68
Overdriver OR Mechanical Genius	69
Improved Shields OR Prodigious Pilot	74

All Skylanders

POWER	RANK(S) AVAILABLE
Armored Skylanders	46, 50
Critical Skylanders	46, 49
Elemental Skylanders	47, 49
Speedy Skylanders	47, 50
Skylander Commander OR Skylander Healer	69
Crisis Training OR Elite Training	72
Peak Training	74

Air Skylanders

POWER	RANK(S) AVAILABLE
Cyclonic Shield	11, 15
Stormy Entrance	20, 30
Tempest Strike	44, 45
Tailwind	55, 60
Stormy Desperation	67, 75

Dark Skylanders

POWER	RANK(S) AVAILABLE
Shadowy Shell	14, 15
Shadowy Entrance	24, 30
Cursed Strike	42, 45
Curse of Darkness	54, 60
Shadowy Desperation	73, 75

Earth Skylanders

POWER	RANK(S) AVAILABLE
Stony Barrier	9, 15
Stony Entrance	20, 30
Gorgon Strike	44, 45
Earthen Guard	55, 60
Rocky Desperation	67, 75

POWER	RANK(S) AVAILABLE
Flame Shield	6, 15
Scalding Entrance	29, 30
Searing Strike	40, 45
Fiery Fuel	51, 60
Fiery Desperation	66, 75

Fire Skylanders

Life Skylanders

POWER	RANK(S) AVAILABLE
Path of Vines	12, 15
Renewing Entrance	27, 30
Invigorating Strike	39, 45
Overgrowth	48, 60
Vigorous Desperation	71, 75

Light Skylanders

POWER	RANK(S) AVAILABLE
Lucent Lasers	14, 15
Flashy Entrance	24, 30
Shining Strike	42, 45
Radiant Recovery	54, 60
Luminous Desperation	73, 75

Magic Skylanders

POWER	RANK(S) AVAILABLE
Mirror Shell	10, 15
Entrancing Entrance	25, 30
Ensorcelling Strike	35, 45
Mystical Barrier	59, 60
Mystical Desperation	70, 75

Tech Skylanders

POWER	RANK(S) AVAILABLE
Clockwork Barrier	10, 15
Analytical Entrance	25, 30
Targeting Strike	35, 45
Technical Analysis	59, 60
Metallic Desperation	70, 75

Undead Skylanders

POWER	RANK(S) AVAILABLE
Skeletal Subject	12, 15
Enervating Entrance	27, 30
Enervating Strike	39, 45
Curse of Undeath	48, 60
Necromantic Desperation	71, 75

Water Skylanders

POWER	RANK(S) AVAILABLE
Path of Frost	6, 15
Frosty Entrance	29, 30
Permafrost Strike	40, 45
Freezing Backlash	51, 60
Freezing Desperation	66, 75

Nightmare Mode Assistance

POWER	RANK(S) AVAILABLE
Nightmare Armor	61, 64
Nightmare Power	61, 65
Nightmare Criticals	62, 65
Nightmare Speed	62, 64
Nightmarish Defense OR Nightmarish Offense	72

Treasure Hunting: Gold & Gearbits

POWER	RANK(S) AVAILABLE
Gold Gain	3, 4, 28, 43, 63
Gold Festivities	31, 33
Gearbit Festivities	32, 33
Skystones Rewards	36, 37
Land Gearbits	16, 17
Sea Gearbits	17, 18
Sky Gearbits	17, 18

Treasure Hunting: XP & Stardust

POWER	RANK(S) AVAILABLE
XP Gain	2, 4, 28, 43, 63
Emblem Stardust	21, 22
Mission Stardust	21, 23
Live Wire Stardust	22, 23
XP Festivities	31, 32

RACING IMPROVEMENTS

Choose from the following abilities when you're about to tear up a race track.

Improved Rewards

POWER	RANK(S) AVAILABLE
Racing Gearbits	5, 7, 13, 19
Racing Gold	5, 7, 13, 19
Improved Shields OR Prodigious Pilot	74

Racing: Land Vehicles

POWER	RANK(S) AVAILABLE
Land Armor	52
Land Speed	53
Land Acceleration	56
Land Handling	57
Land Weight	58
Bane of the Open Road	68

Racing: Sea Vehicles

POWER	RANK(S) AVAILABLE
Sea Armor	52
Sea Speed	53
Sea Acceleration	56
Sea Handling	57
Sea Weight	58
Bane of the High Seas	68

Racing: Sky Vehicles

POWER	RANK(S) AVAILABLE
Sky Armor	52
Sky Speed	53
Sky Acceleration	56
Sky Handling	57
Sky Weight	58
Bane of the Blue Skies	68

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Meet The Skylanders

Overview

The following pages cover the newest Skylanders, including their individual story, stats, powers, and upgrades. However, every Skylander is capable of operating the vehicles that are integral to Skylanders SuperChargers.

Since you can still use the Skylander figures from previous games in the Skylanders™ series while playing Skylanders SuperChargers, they are summarized at the beginning of each elemental character section within the eGuide. To track your progress, select Collection in the Portal Master menu and select Skylanders.

EON'S ELITE

Eon's Elite Skylanders are premium figures that add more powerful versions of familiar characters to your Skylander collection. The original Eon's Elite were Spyro, Chop Chop, Whirlwind, Trigger Happy, Stealth Elf, Terrafin, Eruptor, and Gill Grunt. Boomer, Dino-Rang, Ghost Roaster, Slam Bam, Voodood, and Zook will be joining the ranks of Eon's Elite next.

Skylander figures from different games were identified by the color of the plastic on their base. SuperChargers stand atop an engine, with their Elemental affinity icon visible on the front of the engine.

Base Colors By Game

COLOR	GAME
Green	Skylanders™ Spyro's Adventure
Orange	Skylanders™ Giants
Blue	Skylanders™ SWAP Force
Red	Skylanders™ Trap Team

Types Of Skylander Figures

Series 2, Series 3, and Series 4 Skylanders are newer versions of characters that appeared in previous Skylanders games. These Skylanders have a special "Wow Pow" power that changes between Series.

Special versions of Skylanders that cause a damaging shockwave when they are placed on the Portal of Power.

Skylander Giants are large figures first introduced in Skylanders Giants.

SWAP Force Skylanders can mix and match their torsos and legs, combining abilities and elemental affinities in the process. Each half has its own Upgrade Paths.

Minis are fully playable smaller versions of Skylander figures. These tiny powerhouses joined the adventure for Skylanders Trap Team.

Trap Team Skylanders have special Traptanium weapons and can be used in the fight against Kaos, just like other Skylanders.

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Meet The Skylanders
The SuperChargers

AIR

Hurricane Jet-Vac

Stormblade

DARK

Nightfall

EARTH

Smash Hit

Shark Shooter Terrafin

FIRE

Lava Lance Eruptor

Spitfire

LIFE

Super Shot Stealth Elf

Thrillipede

LIGHT

AstroBlast

MAGIC

Big Bubble Pop Fizz

Splat

TECH

High Volt

Double Dare Trigger Happy

UNDEAD

Fiesta

Bone Bash Roller Brawl

WATER

Dive-Clops

Deep Dive Gill Grunt

LEGENDARY SUPERCHARGERS

Legendary Astroblast

Legendary Hurricane Jet-Vac

Legendary Bone Bash Roller Brawl

ALT DECO SUPERCHARGERS

Dark Spitfire

Dark Super Shot Stealth Elf

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SKYLANDERS SUPERCHARGERS

Vehicles

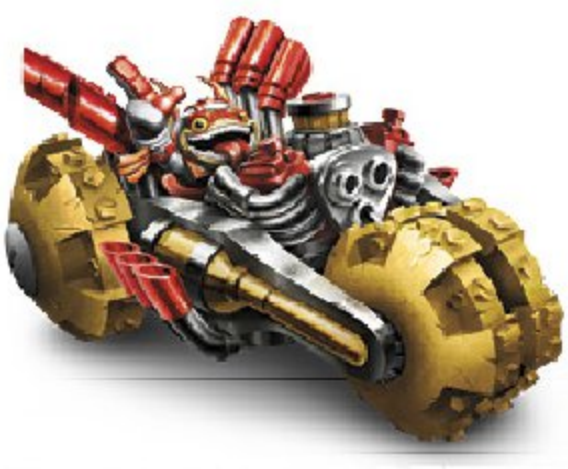
Land Vehicles

EARTH

SHARK TANK

THUMP TRUCK

TECH



GOLD RUSHER

SHIELD STRIKER

UNDEAD

CRYPT CRUSHER

TOMB BUGGY

FIRE

BURN-CYCLE

HOT STREAK

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SKYLANDERS SUPERCHARGERS

Vehicles

Sea Vehicles

DARK

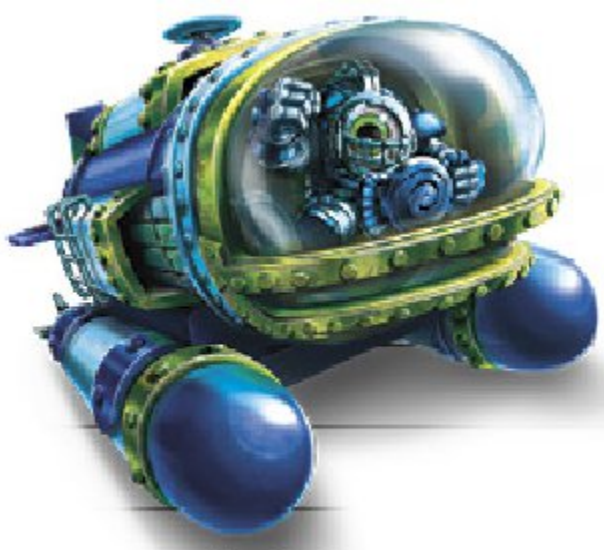
SEA SHADOW

MAGIC

SODA SKIMMER

SPLATTER SPLASHER

WATER



DIVE BOMBER

REEF RIPPER

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SKYLANDERS SUPERCHARGERS

Vehicles

Sky Vehicles

AIR

JET STREAM

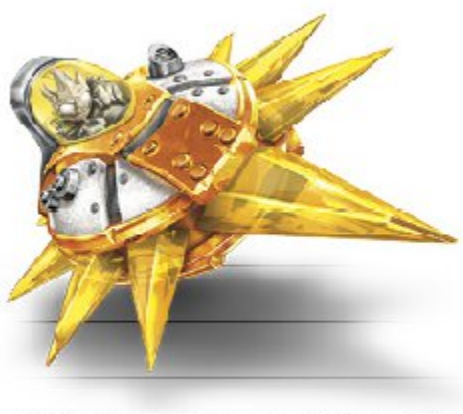
SKY SLICER

LIFE

BUZZ WING

STEALTH STINGER

LIGHT



SUN RUNNER

LEGENDARY VEHICLES

LEGENDARY SUN RUNNER

ALT DECO VEHICLES

DARK HOT STREAK

DARK SEA SHADOW

NITRO SODA SKIMMER

NITRO STEALTH STINGER

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Air
Previous Skylanders

AIR

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders SWAP Force	Skylanders Trap Team
Trap Master				Gusto
				Thunderbolt
SWAP Force			Boom Jet	
			Free Ranger	
Giant Skylander		Swarm		
Core	Lightning Rod	Jet-Vac	Pop Thorn	Blades
	Sonic Boom		Scratch	Fling Kong
	Warnado			
	Whirlwind			
Mini				Breeze
				Pet Vac
Series 2		Lightning Rod	Turbo Jet-Vac	
		Sonic Boom		
		Whirlwind		
Series 3			Horn Blast Whirlwind	Full Blast Jet-Vac
Lightcore™		Jet-Vac	Warnado	
Legendary		Jet-Vac	Free Ranger	Blades
Alt Deco		Polar Whirlwind		Power Punch Pet Vac

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Air
Hurricane Jet-Vac

Vehicle: Jet Stream

Starting Stats	
Maximum Health	240
Speed	43
Armor	12
Critical Hit	6
Elemental Power	25

Jet-Vac was the greatest, most daring flying ace in all of Windham. He was given his magical wings when he was young, as was the tradition for all Sky Barons. But when his homeland was raided, he chose to sacrifice his wings to a young mother so she could fly her children to safety. This act of nobility caught the attention of Master Eon, who sought out the young Sky Baron and presented him with a gift—a powerful vacuum device that would allow him to soar through the skies once again. Jet-Vac accepted the gift with gratitude, and now daringly fights evil alongside the other Skylanders.

QUESTS FROM BUZZ

Quests	
QUEST	**REWARD**
Defeat 20 enemies with the Somer-Assault ability.	+5 Critical Hit % (Jet-Vac)
Defeat 50 enemies using the Avian Razors ability.	+5 Handling (SuperCharged Jet Stream)

SUPERCHARGED CHALLENGE: BALLOON POPPER

Pop as many balloons before the end of the race! Chain green balloons for a score multiplier!

STAR	POINTS GOAL	REWARD
First	100000	+25 Gearbits
Second	275000	+1 Wish Stone
Third	415000	+1 Special Item

Blue, red, and green balloons have been scattered throughout Cloud Factory. You can pop the balloons with weapons or by crashing into them. Blue balloons are the biggest targets but yield the lowest score. Green balloons are the smallest targets, but are worth the most and build your multiplier, up to a maximum of 5X. Popping any balloon maintains your multiplier, but only green balloons increase it.

Go through the course quickly, but slow down whenever you find balloons clustered together. Prioritize the green balloons even when your multiplier is at 5X, but don't go out of your way to get them. Avoid the purple tornadoes! They deplete your health and your score with each touch. Completing three laps awards a time bonus, and every bonus counts when you're shooting for that third star.

OVERVIEW

Consider Somer-Assault as your means to escape sticky situations more than as a way to jump into a fight since Jet-Vac is more effective as a ranged fighter. Chose an upgrade path based on your fighting style. If you prefer hanging back and blasting from a distance, choose the Blade-Vac Path. If reckless and chaotic are your style, go with the Hurricane Hawk path. Having a Blast! is the only upgrade for Jet Turbine Vacuum, but it does boost its damage output potential significantly.

BASIC ATTACKS

Shooting The Breeze

Press **Attack 1** to shoot a fan blade that can bounce off multiple enemies.

Jet Turbine Vacuum

Press and hold **Attack 2** to suck in enemies. Press **Attack 2** again to shoot the enemy out.

UPGRADES

Somer-Assault	
Cost	500 Gold

Press **Attack 3** to dash forwards. Enemies in the way will get kicked and damaged.

Better Blade Bounces	
Cost	700 Gold
Prerequisite	None

Fans bounce more times.

Hurricane Hurrah	
Cost	900 Gold
Prerequisite	None

Hold **Attack 1** to charge up a hurricane, release to unleash it and damage any enemies in its path.

Make Them Sore	
Cost	1200 Gold
Prerequisite	Purchase Somer-Assault

Somer-Assault attacks do more damage. Kicking and screaming!

BLADE-VAC PATH

Use your Jet Turbine Vacuum to create powerful vortexes!

Category Pain	
Cost	1700 Gold
Prerequisite	Blade-Vac Path

Hold **Attack 1** and release it to create a hurricane. Press **Attack 1** repeatedly to shoot blades into the hurricane.

Hurricano	
Cost	2200 Gold
Prerequisite	Blade-Vac Path

Hold **Attack 1** and release to create a Hurricane. Hurricanes now explode once they are over and damage enemies inside and around the hurricane.

Splitting Air	
Cost	3000 Gold
Prerequisite	Blade-Vac Path

Press **Attack 1** to shoot a bouncing blade while holding an enemy.

HURRICANE HAWK PATH

Use improved wind power to clear a path through enemies!

Turbulent Turbine	
Cost	1700 Gold
Prerequisite	Hurricane Hawk Path

Press **Attack 3** to dash forward. Enemies behind you when the dash is started take more damage.

Talon Take Off	
Cost	2200 Gold
Prerequisite	Hurricane Hawk Path

Enemies hit at the end of a Somer-Assault are knocked back further and take more damage.

Double Flip	
Cost	3000 Gold
Prerequisite	Hurricane Hawk Path

Press **Attack 3** twice to give Somer-Assault another boost to travel further. Press **Attack 3** after performing the Double Flip to perform another on the same enemy.

SOUL GEM ABILITY

Having A Blast!	
Cost	4000 Gold
Prerequisite	Find Hurricane Jet-Vac 's Soul Gem.

Hold **Attack 2** to vacuum in enemies, release to shoot enemies as projectiles which will bounce and hit other enemies. When an enemy has low health, they will be launched with extreme force!

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SKYLANDERS SUPERCHARGERS

Air
Stormblade

Vehicle: Sky Slicer

Starting Stats	
Maximum Health	220
Speed	50
Armor	6
Critical Hit	6
Elemental Power	25

From the moment she left the nest, Stormblade had always pushed the boundaries, seeking to travel further than anyone had ever gone. At a young age, she made the bold leap off of her home island and plummeted through the deep blue sky in an attempt to find the bottom of Skylands—only to find no such bottom existed. This did not fulfill her curiosity, nor did it sway her belief there was something else beyond the limits of her world. Soon

she built a custom ship, the Sky Slicer, and raced to the furthest reaches of Skylands in search of its end, but no end could be found. She wanted answers, and so she came to the one person that could help her—Master Eon. The Portal Master instantly saw the unquenchable thirst for exploration that resided in Stormblade, and asked her to join the Skylanders on a very special mission that would take her through the uncharted rifts between worlds!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Cyclone Surge ability.	+5 Elemental Power (Stormblade)
Defeat 50 enemies with the Sky Slicer's Pigeon Flock Missiles ability.	+5 Speed (SuperCharged Sky Slicer)

SUPERCHARGED CHALLENGE: THE LIGHTNING RUN

Complete the race as fast as possible! Chain speed boosts to maintain your top speed.

STAR	TIME GOAL	REWARD
First	5:30.00	+25 Gearbits
Second	4:40.00	+1 Wish Stone
Third	3:45.00	+1 Special Item

Boost gates have been added everywhere to the Cloud Factory map. Your task is to hit as many of them as possible in each lap. You need more than a steady hand to navigate Sky Slicer through the gates.

As with any race in Cloud Factory, some gates are darkened and harm your vehicle instead of speed it along. For added fun, some gates are boarded up and you must blast through the boards to use the gate. Gates that were blasted clear may be boarded up on your next lap. Stay sharp and shoot straight. Just when you thought she couldn't possibly throw blades any faster, you'll find out she can!

OVERVIEW

Everything Stormblade does is quick and flashy. Feather Blade Throw is a rapid fire blade toss that can go on forever. Steeled Winds becomes even more fun with the Storm Dive Upgrade. She can start the next Cyclone Surge as soon as she touches down from the previous one. Just for fun, tap all three attack buttons rapidly to see how quickly she can attack (spoiler: very fast). All the speed and quick attacks come at a price: Stormblade has low health and armor. She needs to avoid hits or she'll be on the sidelines quickly. Play her as a hit-and-run specialist and you'll do fine.

BASIC ATTACKS

Feather Blade Throw

Press **Attack 1** to throw a feathered blade at an enemy.

Steeled Winds

Press **Attack 2** to perform a twirling blade dash forward damaging enemies in your path. Hold **Attack 2** to continue dashing.

UPGRADES

Cyclone Surge	
Cost	500 Gold
Prerequisite	

Press **Attack 3** to jump into the air and damage nearby enemies.

Storm Dive	
Cost	700 Gold
Prerequisite	None

Press **Attack 2** while in the air to dive down and damage enemies underneath you.

Fan Of Feathers	
Cost	900 Gold
Prerequisite	Unlock Cyclone Surge

Press **Attack 3** to jump into the air and throw a spread of feather blades at nearby enemies.

Feather Barrage	
Cost	1200 Gold
Prerequisite	None

Hold **Attack 1** until fully charged, then release to throw multiple feather blades out in front of you.

WIND WARRIOR PATH

Use the power of the wind to defend against enemy onslaughts!

Wind Wall	
Cost	1700 Gold
Prerequisite	Wind Warrior Path

Steeled Winds and Cyclone Surge now destroy projectiles. Wind powered!

Sharpened Winds	
Cost	2200 Gold
Prerequisite	Wind Warrior Path

Steeled Winds now does more damage.

Down Draft	
Cost	3000 Gold
Prerequisite	Wind Warrior Path

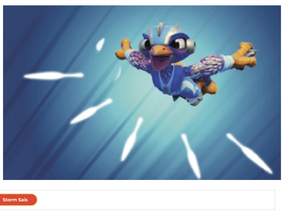
Steeled Winds now slows enemies that are hit with it.

BLADE DANCER PATH

Hone your skill with using Feathered Blades!

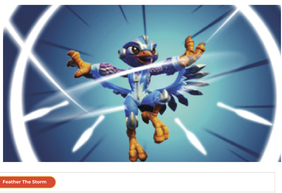
Fist Full Of Feathers	
Cost	1700 Gold
Prerequisite	Blade Dancer Path

Press **Attack 1**, **Attack 1**, **Attack 1** while in the air to throw out a feathered blades at enemies below you.



Storm Sais	
Cost	2200 Gold
Prerequisite	Blade Dancer Path

Feathered Blades become upgraded Storm Sais that do more damage!



Feather The Storm	
Cost	3000 Gold
Prerequisite	Blade Dancer Path

Tap **Attack 3** repeatedly to cause a hurricane underneath you that damages nearby enemies.

SOUL GEM ABILITY

Feather Weather	
Cost	4000 Gold
Prerequisite	Find Stormblade's Soul Gem.

Hold **Attack 1** while in the air to create a blade storm and rain down hundreds of blades on nearby enemies.

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Dark

Previous Skylanders

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Dark
Nightfall

Vehicle: *Sea Shadow*

Starting Stats

Maximum Health	230
Speed	43
Armor	6
Critical Hit	10
Elemental Power	25

Nightfall was a Dreadwalker from Fogshadow Tower, a mysterious fortress in the middle of the Poison Sea. While most Dreadwalkers stayed within the noxious cloud they called home, Nightfall preferred to dive into the black abyss and hunt the dark monsters that threatened her people. One day, as she was exploring a deep cavern in her submarine, the Sea Shadow, Nightfall came upon an enormous object that pulsed with a strange energy. It was gigantic, and before she could comprehend what she was looking at, it hatched! Out came a creature 100 times

larger than anything she had ever seen! She fired the engines and raced back to warn her people. Just as the last citizens boarded an evacuation ship, the colossal head of the Leviathan broke the surface of the water and let out a terrible roar! Without hesitation, Nightfall rushed towards the monster, blasting it with everything she had while the others made their escape. This act of heroism caught the attention of Master Eon, and the rest is Skylander history!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Whip Lash ability.	+5 Armor (Nightfall)
Defeat 50 enemies with the Abyss Cannon ability.	+25 Armor (SuperCharged Sea Shadow)

SUPERCHARGED CHALLENGE: A SHOT FOR THE DARK

Fill up the Dark Gauge as fast as possible by shooting or driving into light crystals.

STAR	TIME GOAL	REWARD
First	5:30.00	+25 Gearbits
Second	3:40.00	+1 Wish Stone
Third	2:20.00	+1 Special Item

Nightfall's SuperCharged Challenge takes place in Mystical Vault. Shoot the light crystals with Dark Orbs (Darkness Vortices darken the crystals as well but they don't track like Dark Orbs) from the Abyss Cannon to turn them dark. Darkening a crystal fills the Dark Gauge on the right side of the screen. If you keep moving and shooting, you should complete this challenge on the first lap.

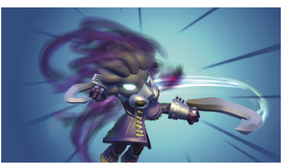
OVERVIEW

If you enjoy tormenting your enemies, Nightfall is the SuperCharger for you. Ambrush begins as a way to move around safely, but can be upgraded to become a potent attack. Whip Lash allows you to pop enemies into the air, or knock them to the ground, and then juggle them for additional damage. Nightfall's Soul Gem Ability, Bad Hair Day, allows you to do this to every nearby enemy at the same time! Choose the Master Angler path if you lean on Handy Hooks to defeat enemies. Dread Head path upgrades make it nearly impossible for melee enemies to reach Nightfall.

BASIC ATTACKS

Handy Hooks

Press Attack 1 to perform a flurry of right and left hooks.



Ambrush

Press Attack 2 to dash forward or behind enemies.

UPGRADES

Whip Lash

Cost	500 Gold

Press Attack 3 to unleash a strand of dark energy that whips enemies and knocks them into the air. Using Whip Lash in the air knocks enemies down.

Split Hook Ends

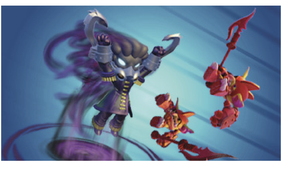
Cost	700 Gold
Prerequisite	None

New hooks cause melee attacks to do more damage.

Hair Today, Gone Now

Cost	900 Gold
Prerequisite	None

Damage enemies at the start of Ambrush and move faster during it.



Layered Lunge

Cost	1200 Gold
Prerequisite	None

The first hook melee attack after an Ambrush is guaranteed to critically strike.

MASTER ANGLER

Master the power of your super sharp Hooks!

Splitting Hairs

Cost	1700 Gold
Prerequisite	Master Angler Path

Hold Attack 1 and release to unleash a devastating combo of hook and dark energy attacks.

Comb-O

Cost	2200 Gold
Prerequisite	Master Angler Path

Every fourth attack in the basic melee combo does more damage.

Playing Hooky

Cost	3000 Gold
Prerequisite	Master Angler Path

Press Attack 1 during Ambrush to deal more damage in a larger area on exit.

DREAD HEAD

Master the use of your dark energy attacks!

Ambrush Rush

Cost	1700 Gold
Prerequisite	Dread Head Path

Hold **Attack 2** to Ambrush and shoot strands of dark energy towards enemies.

Up-Sweep

Cost	2200 Gold
Prerequisite	Dread Head Path

Knock enemies into the air at the end of Ambrush.

Vast Volume

Cost	3000 Gold
Prerequisite	Dread Head Path

Press Attack 3 to send three strands of dark energy out to knock more enemies into the air during Whip Lash.

SOUL GEM ABILITY

Bad Hair Day

Cost	4000 Gold
Prerequisite	Find Nightfall's Soul Gem. Purchase Whip Lash.

Tap Attack 3 repeatedly to knock all enemies into the air in an area. Continue tapping **Attack 3** to increase the area and knock all enemies down to the ground.

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Earth

Previous Skylanders

EARTH

	Skylanders: Spyro's Adventure	Skylanders: Giants	Skylanders: SWAP Force	Skylanders: Trap Team
Trap Master				Head Rush
				Wallop
SWAP Force			Doom Stone	
			Rubble Rouser	
Giant Skylander		Crusher		
Core	Bash	Flashwing	Scorp	Fist Bump
	Dino-Rang		Slobber Tooth	Rocky Roll
	Prism Break			
	Terrafin			
Mini				Bop
				Terrabite
Series 2		Bash		
		Prism Break		
		Terrafin		
Series 3			Hyper Beam Prism Break	
			Knockout Terrafin	
Lightcore™		Prism Break (Series 2)	Flashwing	
Legendary	Bash			
Alt Deco		Granite Crusher	Dark Slobber Tooth	Nitro Head Rush
		Jade Flashwing		

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SKYLANDERS SUPERCHARGERS

Earth
Smash Hit

Vehicle: *Thump Truck*

Starting Stats

Maximum Health	350
Speed	35
Armor	24
Critical Hit	2
Elemental Power	25

Smash Hit came from a long line of Warsupials, a rare species widely renowned for their skills in combat. But in more peaceful times, his people were responsible for locating and demolishing any remaining artifacts from the Arkeyan Empire that were deemed too dangerous to leave standing. Smash Hit liked his job because it allowed him to do what he loved most—break things! He was so skillful

with his wrecking ball that he could single-handedly dismantle an entire Arkeyan Conquerton in under an hour and still have time for a snack. When Master Eon noticed his skill, he enlisted the talented Warsupial into a new wrecking crew he was forming to take on Kaos—the SuperChargers!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Connect and Disconnect ability.	+5 Critical Hit % (Smash Hit)
Defeat 50 enemies with the Under Punch ability.	+5 Handling (SuperCharged Thump Truck)

SUPERCHARGED CHALLENGE: WRACK AND RUINS

Destroy as many objects as possible before the end of the race. Quickly chain orange cones for a score multiplier!

STAR	POINTS GOAL	REWARD
First	100000	+25 Gearbits
Second	375000	+1 Wish Stone
Third	550000	+1 Special Item

Orange construction cones, wooden fences, barrels of TNT, pumpkins, and other destructible items have been set up around Chompy Gardens. Running over these items awards points and builds your multiplier up to a maximum of 5X. Any time left over after completing the third tap becomes bonus points.

Destroyed items do not respawn. You need to alter your route on each lap in order to reach the 550,000 points necessary for all three stars. Don't worry about the time bonus. Maintaining the multiplier is the most important thing here. Slow down in the turns when you're destroying a line of items to ensure you crush them all.

OVERVIEW

Until Smash Hit learns Connect and Disconnect, his offense is limited to hitting things with a boulder at the end of a chain. Disconnecting the boulder changes his basic attacks. He becomes quicker but individual hits do less damage. Spikey Spinner allows Smash Hit to become more mobile. Aim it in the direction of a group of enemies and walk behind it for a bit of added security. If you prefer using the boulder and chain together, follow the Bolder Boulder Path. If

you spend more time with the boulder on the ground and swinging the chain, Chain Champ is for you.

BASIC ATTACKS

Demolisher

Tap **Attack 1** repeatedly to swing the boulder around in circle.

Crushinator

Press **Attack 2** to smash the boulder on the ground in front of you.

UPGRADES

Connect And Disconnect

Cost	500 Gold

Press **Attack 3** to Disconnect the boulder and gain unique chain attacks. Press **Attack 3** again to Connect.

Junkyard Dog

Cost	700 Gold
Prerequisite	None

Boulder attacks deal more damage. Rock on!

Spikey Spinner

Cost	900 Gold
Prerequisite	Unlock Connect and Disconnect

Hold **Attack 3** for a short time to charge up the boulder and send it spinning at enemies.

Junker

Cost	1200 Gold
Prerequisite	Unlock Connect and Disconnect

Chain attacks deal more damage. Chain time!

BOLDER BOULDER PATH

Gain more powerful Boulder attacks!

Heap

Cost	1700 Gold
Prerequisite	Bolder Boulder Path

Hold **Attack 2** for a short amount of time to charge your boulder. The next attack with the boulder will deal massive damage!

Better Together

Cost	2200 Gold
Prerequisite	Bolder Boulder Path

Gain a large armor increase when Connecting. Press **Attack 3** to Disconnect the boulder, Press **Attack 3** again to Connect.

Catch!

Cost	3000 Gold
Prerequisite	Bolder Boulder Path

Hold **Attack 1** while Connected to throw your boulder at enemies!

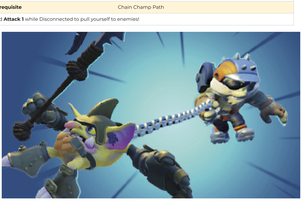
CHAIN CHAMP PATH

Gain more powerful long range chain attacks!

C'Ouy!

Cost	1700 Gold
Prerequisite	Chain Champ Path

Hold **Attack 1** while Disconnected to pull yourself to enemies!



Cut Loose

Cost	2200 Gold
Prerequisite	Chain Champ Path

The next attack will be a critical hit when Disconnecting. Press **Attack 3** to Disconnect the boulder, press **Attack 3** again to Connect.

Earth Currents

Cost	3000 Gold
Prerequisite	Chain Champ Path

Press **Attack 2** while Disconnected to pull enemies into the spinning boulder.

SOUL GEM ABILITY

Down, Under

Cost	4000 Gold
Prerequisite	Find Smash Hit's Soul Gem. Unlock Connect and Disconnect

Hold **Attack 3** when connecting to the boulder to create a huge explosion underneath you!

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Earth
Shark Shooter Terrafin

Vehicle: Shark Tank

Starting Stats	
Maximum Health	270
Speed	35
Armor	24
Critical Hit	4
Elemental Power	25

Terrafin hails from The Dirt Seas, where it was common to swim, bathe, and even snorkel beneath the ground. But a powerful explosion in the sky created a blast wave that turned the ocean of sand into a vast sheet of glass, putting an end to Terrafin's duty as the local lifeguard. Not one to stay idle, the brawny dirt shark found himself training in the art of boxing, and not long after he was the local champ. Fighters came from all around to challenge him, but it was a chance meeting with a great Portal Master that led him to give up his title for a greater purpose.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Hit 4 enemies at once with Surface to Air to Surface Missiles.	+5 Armor (Terrafin)
Defeat 50 enemies with the Street Swimming ability.	+25 Armor (SuperCharged Shark Tank)

SUPERCHARGED CHALLENGE: BUG IT OUT

Bump big bugs to increase your score multiplier and hit as many bugs as you can to keep your multiplier up and get a highscore.

STAR	POINTS GOAL	REWARD
First	75000	+25 Gearbits
Second	250000	+1 Wish Stone
Third	400000	+1 Special Item

Chompy Gardens has been infested by bugs. They're all over the track and it's up to Terrafin to drive them off. Hit the big bugs to increase the score multiplier up to a maximum of 10X. Hitting any bug maintains the multiplier but only the big bugs increase it.

The bugs return between laps but they're in different positions each time around. Go for the big bugs first until your multiplier is maxed out. Don't accelerate until you can see the line up of bugs ahead. The time bonus at the end isn't worth as much as maintaining the 10X multiplier.

OVERVIEW

For Skylanders SuperChargers, Terrafin traded his pugilistic abilities for a shark rocket launcher but his earth swimming skills remain intact. Don't worry, his tiny shark swimming buddies still made the cut. Terrafin puts the rocket launcher to use in most of his attacks so it's important to get a feel for how the rockets work. They're fired in an arc and descend quickly, making them effective at medium to short range.

Terrafin's Soul Gem Ability, Sand Snare, comes in handy when you're feeling overwhelmed. Dive into the ground and leave whirlpools behind to slow down any pursuit.

BASIC ATTACKS

Ballistic Frenzy

Press **Attack 1** to fire shark rockets that burrow into the ground.

Earth Swim Blast

Press **Attack 2** to burrow into the ground. Press **Attack 1** to emerge and shoot a rocket at the ground.

UPGRADES

Slam Support	
Cost	500 Gold

Press **Attack 3** to slam the gun on the ground and knockback nearby enemies. Press **Attack 3** during Earth Swim Blast to launch a shark ally that will attack nearby enemies.

Seek Or Swim	
Cost	700 Gold
Prerequisite	None

Ballistic Frenzy rockets do more damage to enemies.

Surface To Air To Surface Missiles	
Cost	900 Gold
Prerequisite	Unlock Slam Support

Hold **Attack 3** to fire rockets into the ground that emerge and land on enemies.

Seconds, Please	
Cost	1200 Gold
Prerequisite	None

Ballistic Frenzy rockets now hit enemies twice.

SHARK TEAM SQUADRON PATH

Gain more support from powerful shark allies!

Three Best Fins	
Cost	1700 Gold
Prerequisite	Shark Team Squadron Path

Press **Attack 3** during Earth Swim Blast to launch three sharks.

What Goes Up...	
Cost	2200 Gold
Prerequisite	Shark Team Squadron Path

S.A.S missiles do more damage on the way up and on the way down.

Land Shark	
Cost	3000 Gold
Prerequisite	Shark Team Squadron Path

Hold **Attack 1** and release to fire a mortar that summons a sand whirlpool and a large land shark.

ALL TERRAIN TROOPER PATH

Use advanced underground abilities to surprise and defeat enemies!

Mentor Program	
Cost	1700 Gold
Prerequisite	All Terrain Trooper Path

Press **Attack 3** during Earth Swim Blast to make a bigger shark ally that lasts longer, can hit enemies multiple times and does more damage.

Finesse	
Cost	2200 Gold
Prerequisite	All Terrain Trooper Path

Earth Swim Blast speed is increased and enemies are damaged by the fancy new fin.

Mega Boomflop	
Cost	3000 Gold
Prerequisite	All Terrain Trooper Path

During Earth Swim Blast, press **Attack 1** to fire rockets and perform a powerful bellyflop that knocks back enemies.

SOUL GEM ABILITY

Sand Snare	
Cost	4000 Gold
Prerequisite	Find Shark Shooter Terrafin 's Soul Gem.

During Earth Swim Blast, press Jump to create a sand whirlpool to trap enemies in.

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Fire

Previous Skylanders

FIRE

	Skylanders: Spyro's Adventure	Skylanders: Giants	Skylanders: Swap Force	Skylanders: Trap Team
Trap Master				Ka-Boom
				Wildfire
SWAP Force			Blast Zone	
			Fire Kraken	
Giant Skylander		Hot Head		
Core	Eruptor	Hot Dog	Fryno	Torch
	Flameslinger		Smolderdash	Trail Blazer
	Ignitor			
	Sunburn			
Mini				Small Fry
				Weeruptor
Series 2		Ignitor	Fire Bone Hot Dog	Hog Wild Fryno
		Eruptor		
		Flameslinger		
Series 3			Lava Barf Eruptor	
Lightcore™		Eruptor (Series 2)	Smolderdash	
Legendary		Ignitor (Series 2)		
Alt Deco		Molten Hot Dog	Dark Blast Zone	Dark Wildfire
			Jade Fire Kraken	Eggsellent Weeruptor
			Volcanic Eruptor	

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PRIMA GAMES

SKYLANDERS SUPERCHARGERS

Fire

Lava Lance Eruptor

Vehicle: Burn-Cycle

Starting Stats	
Maximum Health	290
Speed	35
Armor	24
Critical Hit	8
Elemental Power	25

Eruptor is a force of nature, hailing from a species that lived deep in the underground of a floating volcanic island until a massive eruption launched their entire civilization to the surface. He's a complete hot head—steaming, fuming, and quite literally erupting over almost anything. To help control his temper, he likes to relax in lava pools, particularly because there are no crowds.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Lava Joust ability.	+5 Elemental Power (Eruptor)
Defeat 50 enemies with the Releasing Fire ability.	+5 Speed (SuperCharged Burn-Cycle)

SUPERCHARGED CHALLENGE: SHEEP SHOT

Shoot as many sheep as possible before the end of the race!

STAR	POINTS GOAL	REWARD
First	100000	+25 Gearbits
Second	300000	+1 Wish Stone
Third	600000	+1 Special Item

Sheep cover the Dragon Spine track and they keep coming. Some sheep are already in place while others appear from portals found around the track. There are three types of sheep and you can shoot them or run into them to score. The majority of the sheep are the typical fluffy Skylands sheep. There are also large sheep (worth more points than regular sheep) and small golden sheep (worth the most points).

Golden sheep often appear in the air near big jumps. When they move, they're fast, so shoot them quickly. The big sheep appear alone or in a pair. They rarely move and are easy targets. The only bonus is time left over after three laps, so don't worry about accuracy or maintaining a multiplier. Just keep shooting and aim for golden sheep wherever you see them.

OVERVIEW

Pressing **Attack 1** three times results in a pair of lance attacks punctuated by a volcanic mace swing. In a throwback to his Series 3 self, Eruptor barfs up lava during the dash of Lance Legwork. Hot Spot comes in handy against large numbers of enemies or one strong enemy. Up to three volcanoes can be active at a time. Summoning a fourth causes one to vanish. Both upgrade paths ultimately lead to creating volcanoes in a hurry. The deciding factor is whether you send Eruptor over volcanoes (go Volcano Vaulter) or have them around for the extra damage (pick Eruption Ruffian).

BASIC ATTACKS

Lava Lancing

Rapidly press **Attack 1** to unleash a series of lance attacks.

Lance Legwork

Press **Attack 2** to spring forward with your lance out to damage enemies along the way.

UPGRADES

Hot Spot

Cost	500 Gold

Press **Attack 3** to spit a magma ball into the ground that burrows towards your enemies. It will create an active volcano that shoots fiery projectiles at nearby enemies.

Lava Joust

Cost	700 Gold
Prerequisite	None

Hold **Attack 2** to dash for a longer amount of time, damaging enemies along your way.

Lance Advanced

Cost	900 Gold
Prerequisite	None

Upgrade your Lance with metal and do more damage.

Lance Cannon

Cost	1200 Gold
Prerequisite	None

Hold **Attack 1** to charge up and throw a super lance that explodes on contact.

ERUPTION RUFFIAN PATH

Make the earth shake with this eruption based path!

Hot Feat

Cost	1700 Gold
Prerequisite	Eruption Ruffian Path

Gain an uppercut explosion at the end of dash attacks.

Volcanic Rain

Cost	2200 Gold
Prerequisite	Eruption Ruffian Path; Unlock Hot Feat

Using Hot Feat causes all active volcanoes to erupt, damaging and knocking nearby enemies up into the air.

Third Volcano's The Charm

Cost	3000 Gold
Prerequisite	Eruption Ruffian Path

Hold **Attack 3** and release to shoot out three magma balls that create three active volcanoes.

VOLCANO VAULTER PATH

Joust through your foes and blow them away with your lava spike lance!

Volatile Volcanoes

Cost	1700 Gold
Prerequisite	Volcano Vaulter Path

Dashing over active volcanoes will boost you forward causing extra damage and extending the dash and the active volcano's time.

Eruption Conduction

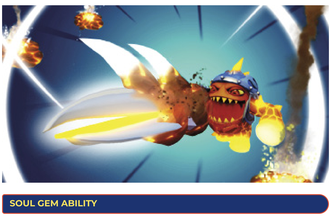
Cost	2200 Gold
Prerequisite	Volcano Vaulter Path; Unlock Volatile Volcanoes

While dashing, your Lance grows extra spikes. Press **Attack 3** to shoot the spikes off your Lance causing them to form a volcano where they land.

Cannon Stop Me Now

Cost	3000 Gold
Prerequisite	Volcano Vaulter Path; Unlock Eruption Conduction

Your Lance will now regrow spikes over time allowing you to create volcanoes to boost over forever!



SOUL GEM ABILITY

Magma Chamber

Cost	4000 Gold
Prerequisite	Find Lava Lance Eruptor's Soul Gem.

Press **Attack 3** while in the air to cannon ball into the ground creating a lava fountain. Rapidly tap **Attack 3** to stay on top of the fountain shooting hot magma all around you.

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SKYLANDERS SUPERCHARGERS

Fira
Spitfire

Vehicle: Hot Streak

Starting Stats

Maximum Health	200
Speed	50
Armor	18
Critical Hit	8
Elemental Power	25

Spitfire was on pace to become the fastest driver in the Super Skylands Racing Circuit. With his lightning quick reflexes and nerves of steel, this tech enhanced flame spirit was absolutely unbeatable. But during the championship event at Skywinder Canyon, he was illegally bumped off course by a goblin racer and sent flying into the canyon wall in a fiery explosion! Most thought that this would put an end to his racing career. But three weeks later, he was back on the track, more fired up than ever to claim the title. Unfortunately, it was then that all of Skylands fell under the rule of Kaos in his Sky Eating machine, and the racing came to an end. That's when Spitfire was approached by Master Eon with an offer that could get him back behind the wheel as the new leader of an elite driving team—the Skylander SuperChargers!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Flamenado ability.	+5 Elemental Power (Spitfire)
Defeat 50 enemies with Hot Streak's Nitro Blaze ability.	+5 Acceleration (SuperCharged Hot Streak)

SUPERCHARGED CHALLENGE: WHERE'S THE FIRE?

Complete the race as fast as possible! Chain speed boosts to maintain your top speed and earn points!

STAR	POINTS GOAL	REWARD
First	100000	+25 Gearbits
Second	350000	+1 Wish Stone
Third	600000	+1 Special Item

Flaming boost gates have been set up at the Dragon Spine track. Your score increases every second Hot Streak is boosted. Driving through a flaming boost gate is worth 5,000 points. Driving over a boost pad is worth 1,000 points. Some gate positions change subtly between laps.

This isn't a timed challenge, but it won't last long. You need to zip from boost rings to boost ring to increase your score. When enough Ammo Bar energy is available, you can also use Hot Streak's Nitro Boost ability when your scoring hits a lull before reaching the next gate.

OVERVIEW

A full Butane Brawling combo is three hits ending with an uppercut. Spitfire is so fast that he doesn't need to take a break between combos. He keeps swinging as long as you keep pressing **Attack 1**. After you purchase Flamenado, you should always keep one active when you're facing the forces of Kaos. To get the most out of Spitfire's Soul Gem ability, The Flamecadoing, chose the Fusion upgrade path. The Speed Demon upgrade path allows you to charge Flash Fire to do more damage and move faster.

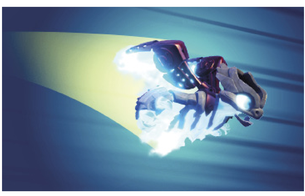
BASIC ATTACKS

Butane Brawling

Press **Attack 1** rapidly to perform flaming melee combos.

Flash Fire

Press **Attack 2** to quickly dash forward in an explosive flash.



UPGRADES

Flamenado

Cost	500 Gold

Press **Attack 3** to spin into the air and create a giant fire tornado!

Flamenado Chasers

Cost	700 Gold
Prerequisite	Unlock Flamenado

Tornadoes now home in on nearby enemies.

Flame Fury

Cost	900 Gold
Prerequisite	None

Hold **Attack 2** to charge up and then quickly dash around hitting nearby foes.

Intensified Fury

Cost	1200 Gold
Prerequisite	None

Boost your melee combo with a flaming spin attack.

SPEED DEMON PATH

Become the fastest Skylander around and blaze through Skylands!

Mega Marathon

Cost	1700 Gold
Prerequisite	Speed Demon Path

Gain an even more powerful charge level when you hold **Attack 2**. Release to dash around the Skylands damaging enemies in your way.

Nitro Boost

Cost	2200 Gold
Prerequisite	Speed Demon Path; Unlock Mega Marathon

Holding **Attack 2** while fully charged will cause you to move extra fast and take less damage!

Triathlete

Cost	3000 Gold
Prerequisite	Speed Demon Path; Unlock Mega Marathon

Tap **Attack 2** after dashing around the world to dash around two extra times.

FUSION PATH

Master the ability to combine the strength of a storm and the heat of a torch!

Flamenado 2

Cost	1700 Gold
Prerequisite	Fusion Path

You can now have up to two Flamenadoes out at any given time.

Fuel Injected Claws

Cost	2200 Gold
Prerequisite	Fusion Path

Constant exposure to tornadoes has supercheated your core, causing you to do more melee damage.

Volcanic Armor

Cost	3000 Gold
Prerequisite	Fusion Path; Unlock Fuel Injected Claws

Become resistant to damage by having super tough, lava-like armor.

SOUL GEM ABILITY

The Flamenadoing

Cost	4000 Gold
Prerequisite	Find Spitfire 's Soul Gem, Unlock Flamenado

Create a large explosion at the beginning of each Flamenado!

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Life

Previous Skylanders

LIFE

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders SWAP Force	Skylanders Trap Team
Trap Master				Bushwhack
				Tuff Luck
SWAP Force			Grilla Drilla	
			Stink Bomb	
Giant Skylander		Tree Rex		
Core	Camo	Shroomboom	Bumble Blast	Food Fight
	Stealth Elf		Zoo Lou	High Five
	Stump Smash			
	Zook			
Mini				Barkley
				Whisper Elf
Series 2		Stealth Elf	Thorn Horn Camo	Sure Shot Shroomboom
		Stump Smash		
		Zook		
Series 3			Ninja Stealth Elf	
Lightcore™		Shroomboom	Bumble Blast	
Legendary		Stealth Elf	Zoo Lou	Bushwhack
Alt Deco		Gnarly Tree Rex	Dark Ninja Stealth Elf	Dark Food Fight
			Jolly Bumble Blast	Gnarly Barkley

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Life

Super Shot Stealth Elf

Vehicle: ***Stealth Stinger***

Starting Stats

Maximum Health	190
Speed	50
Armor	12
Critical Hit	6
Elemental Power	25

As a small child, Stealth Elf awoke one morning inside the hollow of an old tree with no memory of how she got there. She was taken in by an unusually stealthy, ninja-like forest creature in the deep forest. Under his tutelage, she has spent the majority of her life training in the art of stealth fighting. After completing her training, she became a Skylander and set out into the world to uncover the mystery behind her origins.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Use the Circle Slash ability to catch 4 enemies at once, 20 times.	+5 Critical Hit % (Stealth Elf)
Lose 50 enemies with the Forest Fog ability.	+5 Handling (SuperCharged Stealth Stinger)

SUPERCHARGED CHALLENGE: BUZZ OFF!

Shoot as many bees as possible before the end of the race! Quickly chain larger bees for a score multiplier.

STAR	POINTS GOAL	REWARD
First	10000	+25 Gearbits
Second	40000	+1 Wish Stone
Third	70000	+1 Special Item

As if Calamity Canyon needed something else going on in the midst of its food fight, swarms of bees have appeared all over the track. The large bees appear alone or in a small group and hover in place. Smaller bees appear in long lines and fly for a short distance before vanishing again. Shooting down the big bees increases the multiplier up to a maximum of 5X. Shooting smaller bees maintains the multiplier but doesn't increase it.

With unlimited ammo it's safe to keep the **Attack 1** button pressed all the time. Always go for the big bees first, even when the multiplier is at maximum. The big bees are worth ten times what the small bees are. There's no time bonus and most bees spawn when you hit a certain point, not on a timer. If you're in an area with a few big bees, let off the gas and try to get them all.

OVERVIEW

Stealth Elf has embraced her SuperCharger changes without leaving her former abilities behind. She still uses daggers in battle (they're just shot out of a cannon now) and she still leaves a decoy behind to move stealthily. The decoy is a turret that can be improved considerably if you choose the Stealth Saboteur upgrade path. The Heavy Gunner Path boosts Dagger Cannon's damage output by hitting harder and hitting more enemies. Get Health Elf as soon as you acquire Stealth Elf's Soul Gem. Consider building her Gold reserve just in case you get it, even at the expense of not upgrading her other abilities immediately.

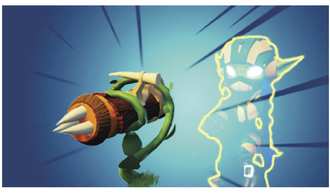
BASIC ATTACKS

Dagger Cannon

Press **Attack 1** and hold to lock onto enemies and shoot daggers at them. Yes, it's a gun that shoots daggers.

Say Hello

Press **Attack 2** to disappear and create a turret that distracts enemies.



UPGRADES

Circle Slash

Cost	500 Gold

Press **Attack 3** to perform an acrobatic spin that hits and knocks back enemies nearby.

Needle-Pointed Daggers

Cost	700 Gold
Prerequisite	None

Dagger Cannon deals more damage. Straight to the point!

To My Little Friend

Cost	900 Gold
Prerequisite	None

The turret now shoots enemies in front of it.

Speed Of The Spin

Cost	1200 Gold
Prerequisite	Unlock Circle Slash

Gain increased movement speed for a short time after using Circle Slash.

HEAVY GUNNER PATH

Focus on powerful ranged attacks with the Dagger Cannon!

Smog Slash

Cost	1700 Gold
Prerequisite	Heavy Gunner Path

Create a poison cloud when you exit stealth mode.

All Wound Up

Cost	2200 Gold
Prerequisite	Heavy Gunner Path

Dagger Cannon projectiles do more damage the longer **Attack 1** is held.

Splinter Shells

Cost	3000 Gold
Prerequisite	Heavy Gunner Path

Dagger Cannon projectiles splinter off enemies and hit nearby enemies.

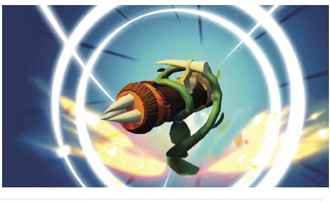
STEALTH SABOTEUR PATH

Use deceitful tactics to disappear and attack enemies without them ever knowing what hit them!

Distraction Destruction

Cost	1700 Gold
Prerequisite	Stealth Saboteur Path

On expiration, the turret explodes and damages nearby enemies.



Acquisition Intelligence Mode

Cost	2200 Gold
Prerequisite	Stealth Saboteur Path

The turret now aims at nearby enemies and does more damage.

Spin To Win!

Cost	3000 Gold
Prerequisite	Stealth Saboteur Path

Circle Slash does more damage and knocks enemies further away.

SOUL GEM ABILITY

Health Elf

Cost	4000 Gold
Prerequisite	Find Super Shot Stealth Elf's Soul Gem.

After injury and after defeating an enemy, a familiar face appears and brings a health bonus!

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Life
Thrillipede

***Vehicle:* Buzz Wing**

Starting Stats	
Maximum Health	250
Speed	50
Armor	12
Critical Hit	8
Elemental Power	25

Thrillipede served in the Millipede Military in the outer regions of Skylands. As the top pilot in his unit, Thrillipede was responsible for single-handedly blasting over 300 Greeble warships out of the sky! When the Great Greeble War came to an end, he returned to his hometown of Flutter Bay as a celebrated hero. He was the talk of the town and everyone wanted to shake the many hands of the famous young pilot. News of his heroics eventually made its way to Captain Flynn at the Skylander Academy, who set out to determine if the stories were true. In a series of friendly challenges, the two pilots raced, soared through obstacles, and performed incredible stunts in front of a cheering Flutter Bay crowd. In each event, Thrillipede stood victorious, and was asked to join the Skylanders shortly after. Of course, Flynn later admitted that he "let him win" so that Thrillipede wouldn't be embarrassed in front of his hometown.

QUESTS FROM BUZZ

Quests

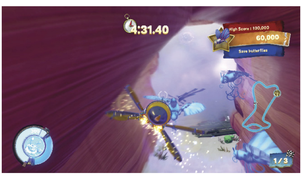
QUEST	REWARD
Block damage with one use of Cocoon ability 200 times.	+5 Critical Hit % (Thrillipede)
Defeat 50 enemies with Buzz Wing's Insect Swarmer ability.	+5 Handling (SuperCharged Buzz Wing)

SUPERCHARGED CHALLENGE: BUG RESCUE

Collect as many butterflies as possible before the end of the race without flying through the green poisonous clouds!

STAR	POINTS GOAL	REWARD
First	100000	+25 Geerbits
Second	200000	+1 Wish Stone
Third	400000	+1 Special Item

Bug Rescue takes place in Calamity Canyon. You have five minutes to save as many butterflies as you can. Avoid the green clouds while collecting the blue rings of butterflies.



OVERVIEW

Inflicting damage with Thrillipede is about quantity of hits, not quality of hits. His two basic attacks come out quickly and can both be done on the move. He also has an effective defense ability in Cocooned. The Insistent Insect Path improves Thrillipede's damage against tougher individual enemies. The Mighty-morphosis Path gives Cocooned some offensive punch and increases Thrillipede's effectiveness against enemies fought in large numbers. Beautifies appear only after a charged Bug Bomb has been planted and explodes. Each butterfly restores 10% of max health.

BASIC ATTACKS

Bug Bomb

Press **Attack 1** to throw cocoon grenades at your enemies slowing them down in a cloud of bugs.

Bug Brawl

Press **Attack 2** to use those arms and punch nearby enemies in your way.

UPGRADES

Cocooned

Cost	500 Gold

Hold **Attack 3** to wrap yourself in a cocoon, protecting yourself from damage, release to explode out and damage nearby enemies.

Bug N' Cover

Cost	700 Gold
Prerequisite	None

Press **Attack 1** to throw a grenade into a swarm of dragonflies which slows enemy movement.

Mind Your Beeswax

Cost	900 Gold
Prerequisite	None

Hold **Attack 2** to prepare four sticky grenades that you can place as a trap in the ground or directly onto an enemy!

Cocoolies

Cost	1200 Gold
Prerequisite	Cocooned

Hold **Attack 3** to wrap yourself in a cocoon protecting yourself from damage, release to explode out which damages and slows nearby enemies.

MIGHTY-MORPHOSIS PATH

Transform into a flying fighting machine with this path!

Better Fly

Cost	1700 Gold
Prerequisite	Mighty-morphosis Path

Hold **Attack 3** to wrap yourself in a cocoon protecting yourself from damage, release to explode out and grow wings! While flying hold **Attack 1** to bombard enemies with Bug Bombs!

Bugging Out

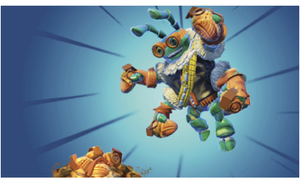
Cost	2200 Gold
Prerequisite	Mighty-morphosis Path

Increase damage of all thrown grenade projectiles.

Tick It To 'Em

Cost	3000 Gold
Prerequisite	Mighty-morphosis Path

Pressing **Attack 2** while jumping will toss sticky grenades below you.



INSISTENT INSECT PATH

Use insect swarms to hinder and damage your enemies!

Gnawing Gnats

Cost	1700 Gold
Prerequisite	Insistent Insect Path

Bug Bombs now cause a swarm of tiny insects to appear and do damage over time. Hitting targets again with Bug Bomb will remove the swarm and cause extra damage.

Nesting Gnats

Cost	2200 Gold
Prerequisite	Insistent Insect Path; Gnawing Gnats

The damage over time caused by the swarming insects can stack up to 5 times, doubling its damage.

Insect Epidemic

Cost	3000 Gold
Prerequisite	Insistent Insect Path; Nesting Gnats

Targets affected by the damage over time from the swarm explode spreading the swarm to nearby enemies.

SOUL GEM ABILITY

Beautifies

Cost	4000 Gold
Prerequisite	Find Thrillipede's Soul Gem.

When Sticky Grenades blow up, they will release butterflies that heal you when caught.

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Light

Previous Skylanders

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Light
Astroblast

Vehicle: Sun Runner

Starting Stats

Maximum Health	180
Speed	35
Armor	18
Critical Hit	6
Elemental Power	25

While on a secret mission in troll territory, Astroblast crash landed on a remote island where he stumbled upon an ancient relic not seen in thousands of years—a legendary Rift Engine. These magical machines were believed to have the power to travel through the portals between Skylands and other worlds! Shortly after the discovery, an army of trolls appeared on a nearby canyon ridge and quickly charged toward Astroblast. Knowing that the Rift Engine would be very dangerous in the wrong hands, he pulled out his pulse laser and prepared to defend the relic against the incoming horde. After an epic shootout, the trolls fled in defeat. When Astroblast then brought the relic back to his ship, the Sun Runner, it surged with power and a hologram of Master Eon appeared. Eon thanked him for saving the Rift Engine and beckoned him to return it to the Skylander Academy. Astroblast accepted the invitation and was made a Skylander shortly thereafter.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies using the Starsault ability.	+5 Critical Hit %(Astroblast)
Defeat 50 enemies with the Satellite Support ability.	+5 Handling (SuperCharged Sun Runner)

SUPERCHARGED CHALLENGE: A GUIDING LIGHT

Collect light bulbs to push darkness away until the end of the race.

STAR	TIME GOAL	REWARD
First	6:00.00	+25 Gearbits
Second	5:00.00	+1 Wish Stone
Third	4:45.00	+1 Special Item

You must keep the light meter on the right side of the screen from being emptied while completing three laps around Clock Rock. If you don't like watching the meter, the screen itself darkens as the meter empties. Touching the light bulbs in the track adds light to the meter. Smaller light bulbs add a little light to the meter while the large light bulbs fill half the meter.

Keeping Sun Runner steady through the lines of light bulbs is the key to completing this challenge, but you'll need to run each lap in 1:35 or less to get all three stars. Choose mods for Sun Runner that boost Handling until you get the light bulb pattern down, then switch to all Top Speed.

OVERVIEW

If you're a Life Skylander, Astroblast will become your best friend when he unlocks Solar Field. Beyond the adoration of Stealth Elf and Thillipede, Astroblast excels as a ranged fighter. His single melee attack, Starsault, is designed to push away enemies and it upgrades to call down sheep-inhabited rocks from the sky (and even the sheep have laser guns!). Choose the Cosmic Technology path to increase overall damage output, or the Nova Hopper path for the ultimate back-up plan for the times when things take a turn for the worse.

BASIC ATTACKS

Solar Flair

Press **Attack 1** to fire condensed sunlight which bounces off walls.

Asteroid Belt

Press **Attack 2** to lob a prismatic space rock. Press **Attack 1** to shoot the prism, creating an area of lasers that damage enemies in the area.

UPGRADES

Starsault

Cost	500 Gold

Press **Attack 3** to kick close enemies and knock them away.

Solar Field

Cost	700 Gold
Prerequisite	None

Fast-moving light particles around you protect your suit, improving your armor. Additionally, Life Skylanders near you regenerate health.

Solar Powered

Cost	900 Gold
Prerequisite	None

Hold **Attack 1** to charge up Solar Flair with the light of hotter and hotter suns. Release to shoot a high powered laser at enemies.

Space Rocks!

Cost	1200 Gold
Prerequisite	Unlock Starsault

Hold **Attack 3** to bring down an explosive space rock.

COSMIC TECHNOLOGY PATH

Gain stronger laser abilities with powered up gear!

Surface Of The Sun

Cost	1700 Gold
Prerequisite	Cosmic Technology Path

Your Solar Field heats up and does damage to enemies that get too close.

Meatier Meteors

Cost	2200 Gold
Prerequisite	Cosmic Technology Path

Hold **Attack 3** down longer to bring down a bigger (more explosive) space rock.

Star Light, Star Bright

Cost	3000 Gold
Prerequisite	Cosmic Technology Path

Rapidly press **Attack 1** to fire Solar Flairs at its currently charged level. The charge will slowly diminish over time.

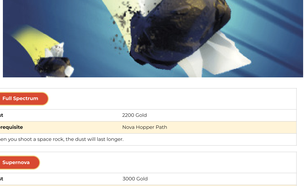
NOVA HOPPER PATH

Bring down huge rocks from space onto your enemies!

Meteor Shower

Cost	1700 Gold
Prerequisite	Nova Hopper Path

Hold **Attack 2** and release to lob multiple space rocks.



Full Spectrum

Cost	2200 Gold
Prerequisite	Nova Hopper Path

When you shoot a space rock, the dust will last longer.

Supernova

Cost	3000 Gold
Prerequisite	Nova Hopper Path

Once before you lose your last hit point, you will go supernova and gain half health.

SOUL GEM ABILITY

Wool Encounters

Cost	4000 Gold
Prerequisite	Find Astroblast's Soul Gem. Unlock Space Rocks!

Hold **Attack 3** to bring down a space rock inhabited by a creature with its own laser gun set to Blaaaaaaast.

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Magic
Previous Skylanders

MAGIC

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders Swap Force	Skylanders Trap Team
Trap Master				Blastermind
				Enigma
SWAP Force			Hoot Loop	
			Trap Shadow	
Giant Skylander		Ninjini		
Core	Double Trouble	Pop Fizz	Dune Bug	Cobra Cadabra
	Spyro		Star Strike	Déjà Vu
	Voodood			
	Wrecking Ball			
Mini				Mini-Jini
				Spry
Series 2		Double Trouble	Super Gulp Pop Fizz	
		Spyro		
		Wrecking Ball		
Series 3			Mega Ram Spyro	Fizzy Frenzy Pop Fizz
Lightcore™		Pop Fizz	Star Strike	
Legendary	Spyro			Déjà Vu
Alt Deco	Dark Spyro	Punch Pop Fizz	Enchanted Hoot Loop	King Cobra Cadabra
		Royal Double Trouble (Series 2)	Dark Mega Ram Spyro	Love Potion Pop Fizz
		Scarlet Ninjini	Enchanted Star Strike (Lightcore)	

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Magic
Big Bubble Pop Fizz

Vehicle: Soda Skimmer

Starting Stats	
Maximum Health	300
Speed	43
Armor	24
Critical Hit	4
Elemental Power	25

Nobody is quite sure who Pop Fizz was before he became an alchemist, least of all Pop Fizz himself. After many years of experimenting with magical potions, his appearance has changed quite significantly. In fact, no one even knows his original color. But it's widely known that he is a little crazy, his experiments are reckless, and the accidents they cause are too numerous to measure. Understandably, he has had a difficult time finding lab partners, or anyone that even wants to be near him. In hopes of making himself more appealing to others, he attempted to create the most effective charm potion ever, but that just turned him into a big, wild, berserker. Or maybe that's just how he saw the potion working in the first place.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies using the Genetic Engineering ability.	+5 Critical Hit %(Pop Fizz)
Defeat 50 enemies with the Alchemic Admixture ability.	+5 Handling (SuperCharged Soda Skimmer)

SUPERCHARGED CHALLENGE: ALCHEMIXOLOGY

Collect as many active potions (blue or red) as possible before the end of the race.

STAR	POINTS GOAL	REWARD
First	50000	+25 Gearbits
Second	120000	+1 Wish Stone
Third	250000	+1 Special Item

Red and blue could mean only one thing: this challenge takes place in the Mystical Vault. You have seven minutes to complete three laps. Any leftover time is added as a bonus to your score. Large potions are worth five times as much as the small potions.

If you haven't raced in Mystical Vault yet, the track can be a bit confusing. The track has both red and blue gates, but only one color is active at a time. Every 10 seconds, a creature sneezes and the active color changes. For this challenge, the color change includes the potions. Most potions are in line with gates of the same color, but there are a few exceptions. Don't forget to dive under the water from time to time. There are potions lurking beneath the surface!

OVERVIEW

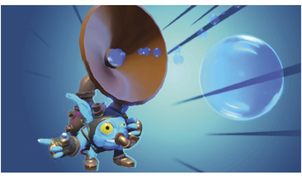
Pop Fizz's new contraption for carrying his potions doubles as a weapon to battle the forces of Kaos. After unlocking Mixture Modifier and Genetic Engineering, potion color plays a big part of Pop Fizz's attacks. The green potion turns his base attack into a green ball, while the beast mode attack is a breath weapon. The blue potion base attack is a bouncing bubble. In beast mode,

Pop Fizz becomes the bouncing bubble. The yellow potion base attack knocks back enemies, and in beast form he spins in place with his arms extended.

BASIC ATTACKS

Bubble Blast

Press **Attack 1** to blow bubbles that bounce on their way to enemies.



Bubbling Beast Form

Press **Attack 2** to transform into a beast. Press **Attack 1** to attack nearby enemies with claws.

UPGRADES

Mixture Modifier

Cost	500 Gold

Press **Attack 3** to cause a chemical reaction and transform the color and effects of liquid attacks.

Know Your Bases

Cost	700 Gold
Prerequisite	None

All base liquid attacks do more damage.

Genetic Engineering

Cost	900 Gold
Prerequisite	Unlock Mixture Modifier

Press **Attack 3** while in Beast Mode to perform new attacks depending on the current liquid color.

Side Effects

Cost	1300 Gold
Prerequisite	None

After reverting to normal Pop Fizz mode, gain a temporary defense boost.

ALCHEMIC MAESTRO PATH

Master your Potion Creation Station!

Larger Lungs

Cost	1700 Gold
Prerequisite	Alchemic Maestro Path

Hold **Attack 1** to perform improved liquid attacks depending on the current color.

For Science!

Cost	2200 Gold
Prerequisite	Alchemic Maestro Path

Hold **Attack 3** while in normal form to constantly spew liquids that damage enemies in the nearby area.

Follow The Formula

Cost	3000 Gold
Prerequisite	Alchemic Maestro Path

Mixture Modifier gains additional effects depending upon the liquid color.

BRASS OF THE BEAST PATH

Unlock the potential of the Beast!

Better Beast

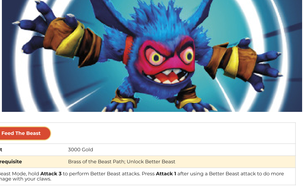
Cost	1700 Gold
Prerequisite	Brass of the Beast Path

Hold **Attack 3** to perform enhanced and longer versions of unique beast attacks.

Juiced Up!

Cost	2200 Gold
Prerequisite	Brass of the Beast Path

Melee attacks in Beast Form do more damage. I'm a monster, rawr!



Feed The Beast

Cost	3000 Gold
Prerequisite	Brass of the Beast Path; Unlock Better Beast

In Beast Mode, hold **Attack 3** to perform Better Beast attacks. Press **Attack 1** after using a Better Beast attack to do more damage with your claws.

SOUL GEM ABILITY

Spiked Punch

Cost	4000 Gold
Prerequisite	Find Big Bubble Pop Fizz's Soul Gem.

While in Beast Mode, hold and release **Attack 1** to pound the ground and knock all enemies in the area up!

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Skylanders SuperChargers

Magic
Splat

Vehicle: ***Splatter Splasher***

Starting Stats	
Maximum Health	240
Speed	43
Armor	6
Critical Hit	4
Elemental Power	25

Splat grew up in a typical faun village, which was perfectly manicured and orderly. Every day in school, she and her classmates would recite the same poems, play the same music, and paint the same picture—which was always a portrait of their great ancestor, Fluty Hoofdancer. But this didn't suit Splat. The only art she wanted to learn was the art of war. After school, she would sneak off to the river and practice her own free-form fighting technique against Chompies and other creatures that were causing trouble. When the elder fauns learned of this, they were outraged. But soon thereafter, a band of Drow attacked the village to steal their valuable art, and while the other fauns cowered in fear, Splat stood her ground. Unleashing her self-taught fighting style, she defended her village and sent the Drow running. Now as a member of the Skylanders, Splat makes quite the impression wherever she goes!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Have an Inkling ability.	+5 Elemental Power (Splat)
Defeat 50 enemies with the Oiled ink ability.	+5 Acceleration (SuperCharged Splatter Splasher)

SUPERCHARGED CHALLENGE: SHOW YOUR COLORS!

Go through colored gates to earn points. Get a score multiplier by switching colors from gates to gates.

STAR	POINTS GOAL	REWARD
First	75000	+25 Gearbits
Second	225000	+1 Wish Stone
Third	450000	+1 Special Item

You have five minutes to race to the end of the Frozen Fossil Festival. Yellow, red, and green boost gates have been set up on the course. Each time you pass through a gate, you earn points and Splatter Splasher's color changes to match the gate. If the gate is a different color from the previous gate, it builds up a multiplier. Going through consecutive gates of the same color still awards points, but it depletes all of Splat's health and you lose time while it's restored. You also lose the bonus multiplier.

Hitting the proper gates is vital for this challenge. The multiplier keeps growing and whatever time bonus you may get will not make up for the loss of a 25X multiplier.

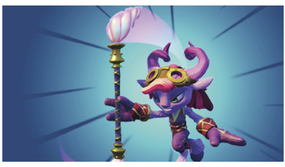
OVERVIEW

Artisan Arts may remind you of a certain Swap Force dragon's attacks, but Splat adds an artistic flair to her staff attacks. Heave Hue! has a good range and briefly stuns vulnerable enemies. Use Have an Inkling to clear a path through enemies. The Prolific Painter path is more defensive in nature as you can use the inkpools to damage enemies that try to approach Splat. The Abstract Designer path is more aggressive, improving the damage done when inking creatures are summoned.

BASIC ATTACKS

Artisan Arts

Press **Attack 1** to pummel enemies with your brush staff.



Heave Hue!

Press **Attack 2** to fling an explosive ink blob at enemies.

UPGRADES

Have An Inkling

Cost	500 Gold

Press **Attack 3** to send an inking charging forward, leaving damaging ink pools behind and hitting enemies in the way!

Dye Hard

Cost	700 Gold
Prerequisite	None

Melee attacks do more damage to enemies. The sparkly bits make it hurt more!

Broad Strokes

Cost	900 Gold
Prerequisite	None

Press **Attack 2** to fling an even larger explosive ink blob at enemies.

Scope-Coat

Cost	1200 Gold
Prerequisite	Unlock Have an Inkling

Press **Attack 3** to summon a more powerful inkling that leaves behind longer lasting ink pools.

PROLIFIC PAINTER PATH

Create ink pools and more powerful ink creatures with this path!

Wet Paint

Cost	1700 Gold
Prerequisite	Prolific Painter Path

Hold **Attack 2** and release to throw a huge explosive ink blob that leaves a pool of damaging ink on the ground.

Canvas The Area

Cost	2200 Gold
Prerequisite	Prolific Painter Path; Unlock Wet Paint

Ink pools created by Wet Paint are now larger.

Shades Of Pain

Cost	3000 Gold
Prerequisite	Prolific Painter Path; Canvas the Area

Hold **Attack 2** and release to throw a huge explosive ink blob that creates a large angry ink monster that attacks nearby enemies.

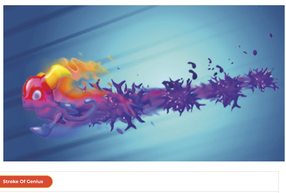
ABSTRACT DESIGNER PATH

Brush up on your doodling skills to make your Inklings even more powerful!

Running Colors

Cost	1700 Gold
Prerequisite	Abstract Designer Path

Inkling creatures now charge a further distance to hit enemies.



Stroke Of Genius

Cost	2200 Gold
Prerequisite	Abstract Designer Path

Inklings and ink pools left behind by Inklings will now explode!

Graffiti Gruff

Cost	3000 Gold
Prerequisite	Abstract Designer Path

Hold **Attack 3** even longer and release to draw a huge inkling that will trample enemies in front of you.

SOUL GEM ABILITY

Bringing The Stain

Cost	4000 Gold
Prerequisite	Find Splat's Soul Gem.

Enemies hit with ink attacks are now slowed!

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Tech
Previous Skylanders

TECH

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders SWAP Force	Skylanders Trap Team
Trap Master				Gearshift
				Jawbreaker
SWAP Force			Magna Charge	
			Spy Rise	
Giant Skylander		Bouncer		
Core	Boomer	Sprocket	Countdown	Chopper
	Drill Sergeant		Wind-Up	Tread Head
	Drobot			
	Trigger Happy			
Mini				Drobit
				Trigger Snappy
Series 2		Drill Sergeant	Heavy Duty Sprocket	
		Drobot		
		Trigger Happy		
Series 3			Big Bang Trigger Happy	
Lightcore™		Drobot (Series 2)	Countdown	
Legendary	Trigger Happy	Bouncer		Jawbreaker
Alt Deco			Nitro Magna Charge	
			Springtime Big Bang Trigger Happy	
			Kickoff Countdown	

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PRIMA GAMES

SKYLANDERS SUPERCHARGERS

Tech
High Volt

Vehicle: *Shield Striker*

Starting Stats

Maximum Health	260
Speed	50
Armor	24
Critical Hit	2
Elemental Power	25

High Volt was once the commander of a special security force that was in charge of patrolling the border between the known regions of Skylands and the mysterious uncharted region known as the Outlands. From atop the Shockspire Tower, their security headquarters, High Volt vigilantly monitored any strange activity beyond the border, knowing that Kaos and his minions were always up to no good. Over the years, he had defended Skylands against countless Greeblie attacks, Troll uprisings, and even a few evil food chains that were attempting to expand. But on a recent patrol mission into the Outlands, High Volt discovered a heavily guarded construction site, where Kaos' minions appeared to be building a colossal Doom Stallion of Ultimate Destruction! Realizing at once that all of Skylands was in danger, he raced to the Skylanders Academy to inform Master Eon and joined the Skylanders in their fight to stop it!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Traveling Light ability.	+5 Elemental Power (High Volt)
Defeat 50 enemies with the Crowd Control ability.	+3 Speed (SuperCharged Shield Striker)

SUPERCHARGED CHALLENGE: SHOOTING BOLT

Shoot the thieves and collect as many stolen diamonds as possible before the end of the race!

STAR	POINTS GOAL	REWARD
First	10000	+25 Gearbits
Second	40000	+1 Wish Stone
Third	90000	+1 Special Item

Diamond thieves are trying to escape the Dragon Spire with their loot, but they need to escape High Volt and it won't be easy. You have seven minutes to complete three laps while recovering diamonds. The diamond thieves continually respawn, so you'll never run out of targets.

The description is a bit misleading for this challenge. Crowd Control does a fine job of taking down one target at a time but your score will be much higher if you drive into the middle of packs and unleash the explosion from Doomproof Forcefield. It does much more damage and hits multiple targets.

OVERVIEW

Static Spear (the ability, not the weapon) is a three-swing combo that alternates between spear thrusts and a shield uppercut. It includes some forward motion so you can attack and keep moving. Shock-it Shield is a good ability to begin with and it becomes great when you unlock High Volt's Soul Gem ability, Re-Fused. You can't block attacks with it forever, so look for opportunities to blast nearby enemies with accumulated charges instead of letting the time run out.

Traveling Light stops at the first target it encounters, so you can't throw it through nearby enemies to reach one farther away.

BASIC ATTACKS

Static Spear

Press **Attack 1** rapidly to perform melee attacks with your Static Spear.

Shock-it Shield

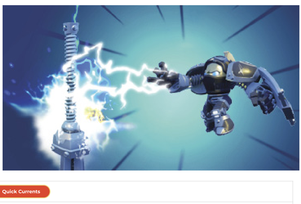
Hold **Attack 2** to block attacks. Gain charges when hit and release **Attack 2** to release the charges in a big blast that damages nearby enemies.

UPGRADES

Traveling Light

Cost	500 Gold

Hold **Attack 3** to throw your Static Spear and create an electric beam that damages enemies caught between you and the spear.



Quick Currents

Cost	700 Gold
Prerequisite	None

While using Traveling Light, you will gain a huge movement increase!

Insulated Iron

Cost	900 Gold
Prerequisite	None

Upgrade your armor to help against enemy attacks!

Amped Lamp

Cost	1200 Gold
Prerequisite	None

Hold **Attack 1** to charge up your spear, release to cause a huge electric explosion that damages nearby enemies.

LIGHT FIGHTER PATH

Use powerful electric close range attacks to stun and defeat your enemies!

Bring Into Light

Cost	1700 Gold
Prerequisite	Light Fighter Path

Enemies caught inside your electric beam will be drawn to you when the spear returns to you.

Stun Shocked

Cost	2200 Gold
Prerequisite	Light Fighter Path

Hold **Attack 3** to throw your Static Spear and create an electric beam. After your spear returns your next melee attack will damage and stun nearby enemies.

Black Out

Cost	3000 Gold
Prerequisite	Light Fighter Path

Increases critical hit chance.

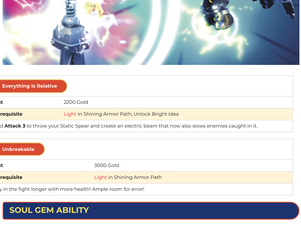
LIGHT IN SHINING ARMOR PATH

Defeat enemies with a powered up electric beam!

Bright Idea

Cost	1700 Gold
Prerequisite	Light in Shining Armor Path

Hold **Attack 3** to throw your Static Spear and create a more powerful electric beam that does more damage to enemies caught in it.



Everything Is Relative

Cost	2200 Gold
Prerequisite	Light in Shining Armor Path; Unlock Bright Idea

Hold **Attack 3** to throw your Static Spear and create an electric beam that now also slows enemies caught in it.

Unbreakable

Cost	3000 Gold
Prerequisite	Light in Shining Armor Path

Stay in the fight longer with more health! Ample room for error!

SOUL GEM ABILITY

Re-Fused

Cost	4000 Gold
Prerequisite	Find High Volt's Soul Gem.

Restore some health when you block and have low health.

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Tech

Double Dare Trigger Happy

Vehicle: *Gold Rusher*

Starting Stats

Maximum Health	300
Speed	50
Armor	18
Critical Hit	6
Elemental Power	25

Trigger Happy is more than his name—it's his solution to every problem. Nobody knows from where he came. He just showed up one day in a small village, saving it from a group of terrorizing bandits by blasting gold coins everywhere with his custom crafted shooters. Similar tales were soon heard from other villages, and his legend quickly grew. Now everyone in all of Skylands knows of the crazy goldslinger that will take down any bad guy…usually without bothering to aim.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Breaking Cannon ability.	+5 Critical Hit % (Trigger Happy)
Defeat 50 enemies with the Triggered Happy Mines ability.	+5 Handling (SuperCharged Gold Rusher)

SUPERCHARGED CHALLENGE: CRAZY ON FIREWORKS

Collect orbs and shoot boxes to create as many fireworks as possible by the end of the race. Use gates to get a score multiplier.

STAR	POINTS GOAL	REWARD
First	100000	+25 Gearbits
Second	225000	+1 Wish Stone
Third	425000	+1 Special Item

Red, yellow, and green orbs line the roadways of The After Party. Special gates and boxes of fireworks are sprinkled around as well. Drive through the orbs and shoot the boxes to earn points. Drive through the boost gates to increase your multiplier, up to a maximum of 10X. There's no timer; you just run three laps and score as many points as you can.

Relative to many other challenges, Trigger Happy has quite a bit going on. You must run through the orbs while watching for gates to drive through to increase your multiplier. You also need to watch for fireworks crates, which must be shot (and you don't have Powered Pods to help out). Running through gates and destroying fireworks are worth ten times the points earned picking up orbs.

OVERVIEW

Trigger Happy's two basic attacks complement each other perfectly. Use Fire Cracker to damage enemies at a safe range. If any of them manage to get too close, use Crowd-Pleaser to briefly stun them and slip away or use Breaking Cannon to escape and cause damage at the same time. Get He's Safe! as soon as you can. Not many Skylanders come with two lives per level. Go with the Spontaneous Performer path if you like causing havoc with fire rings. The Made for the Spotlight path allows you to attack enemies while remaining safely in the air, as well as becoming lazy about pulling in valuables.

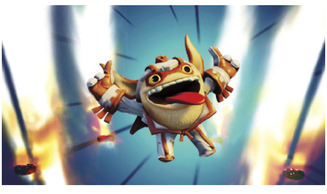
BASIC ATTACKS

Fire Cracker

Press **Attack 1** rapidly to shoot your Fire Cracker.

Crowd-Pleaser

Press **Attack 2** to shoot off pyrotechnics and damage enemies around you.



UPGRADES

Breaking Cannon

Cost	500 Gold

Press **Attack 3** to shoot yourself out of a Cannon! Enemies in the way will be damaged by the force of impact.

Hoop N' Holler

Cost	700 Gold
Prerequisite	None

Hold **Attack 1** to charge up and shoot out a fire hoop. Jumping or shooting yourself through it causes it to explode!

Just Warming Up

Cost	900 Gold
Prerequisite	None

Ignite your weapons, making them cause more damage to enemies.

Can On And On

Cost	1200 Gold
Prerequisite	Unlock Breaking Cannon

Press **Attack 3** to shoot yourself out of a Cannon over a greater distance! Enemies in the way will be damaged by the force of impact.

SPONTANEOUS PERFORMER PATH

Upgrade your hoops and cause spectacular explosions!

Hot Feet Hoop

Cost	1700 Gold
Prerequisite	Spontaneous Performer Path

Hold **Attack 1** to charge up and shoot out a fire hoop. Jumping or shooting yourself through it causes it to explode and will cause you to gain increased movement speed.

Acrobatic

Cost	2200 Gold
Prerequisite	Spontaneous Performer Path

Hold **Attack 1** while jumping to charge up your fire ring and jump through it.

Fire And Forget

Cost	3000 Gold
Prerequisite	Spontaneous Performer Path; Unlock Hot Feet Hoop

When you charge up your canon, you'll shoot out a fire ring in front of you to burst through immediately.

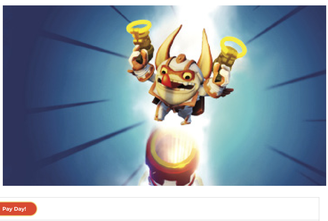
MADE FOR THE SPOTLIGHT PATH

Shoot to the top and defeat enemies along the way with this path!

Cannon Crash

Cost	1700 Gold
Prerequisite	Made for the Spotlight Path

Press **Attack 2** while charging your cannon to shoot up into the air and do a large amount of damage to nearby enemies when landing.



Pay Day!

Cost	2200 Gold
Prerequisite	Made for the Spotlight Path

Press **Attack 2** to damage enemies around you and pull in coins and food drops.

Making It Rain

Cost	3000 Gold
Prerequisite	Made for the Spotlight Path

Hold **Attack 1** while jumping to unleash a gun barrage on your enemies below!

SOUL GEM ABILITY

He's Safe!

Cost	4000 Gold
Prerequisite	Find Double Dare Trigger Happy's Soul Gem.

Once, revive after being defeated and jump out of a huge safe!

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Undead
Previous Skylanders

UNDEAD

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders Swap Force	Skylanders Trap Team
Trap Master				Krypt King
				Short Cut
SWAP Force			Night Shift	
			Rattle Shake	
Giant Skylander		Eye-Brawl		
Core	Chop Chop	Fright Rider	Grim Creeper	Bat Spin
	Cynder		Roller Brawl	Funny Bone
	Ghost Roaster			
	Hex			
Mini				Eye-Small
				Hijinx
Series 2		Chop Chop		
		Cynder		
		Hex		
Series 3			Twin Blade Chop Chop	
			Phantom Cynder	
Lightcore™		Hex (Series 2)	Grim Creeper	
Legendary	Chop Chop		Night Shift	
			Grim Creeper (Lightcore)	
Alt Deco			Quickdraw Rattle Shake	Nitro Krypt King

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Skylanders SuperChargers

Undead
Fiesta

Vehicle: Crypt Crusher

Starting Stats

Maximum Health	230
Speed	50
Armor	6
Critical Hit	4
Elemental Power	25

Despite being undead, Fiesta had always been the life of the party. He was once the head member of a popular mariachi band in the personal court of Count Moneybone, who all undead citizens respected immensely. In his spare time, Fiesta and his bandmates played music for all of the new arrivals that entered the Underworld. However, a day came when the new arrivals actually several Skylanders, who had come on a mission to stop Count Moneybone from unleashing a robot army on all of Skylands. Fiesta then realized that he, like so many others, had been fooled by the evil Count into thinking he was kind and generous—not the vengeful monster he truly was. Unbeknownst to the Skylanders, Fiesta and his bandmates helped to distract the robot army so they could infiltrate Moneybone's mansion and put a stop to him. Even though the Skylanders were unaware, this act of bravery and defiance did catch the attention of Master Eon, who recruited him at once.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 15 enemies with the Solo ability.	+5 Elemental Power (Fiesta)
Defeat 50 enemies with the Tune Up ability.	+5 Speed (SuperCharged Crypt Crusher)

SUPERCHARGED CHALLENGE: SET THE TONE

Collect as many musical notes as possible before the end of the race, but watch out for the loud speakers!

STAR	POINTS GOAL	REWARD
First	50000	+25 Gearbits
Second	150000	+1 Wish Stone
Third	300000	+1 Special Item

To complete this untimed challenge, you must collect blue and yellow notes lined up on the Dragon Spine track while avoiding speakers. Blue notes are worth 75 points; yellow notes are worth 100 points. Touching a speaker depletes Fiesta's health and deducts 5,000 points from your total. By collecting notes quickly, you can build up to a 5X multiplier.

The lack of a timer means you can let off the gas slightly while you're trying to keep lined up with a row of notes or trying to avoid a speaker. Don't go too slowly or you may not have the speed to reach the next batch of notes and maintain your multiplier. Watch out for speakers hidden in the floating notes during big jumps.

OVERVIEW

Always keep Amigos summoned. Beyond the great music they provide, they're a nice source of damage. Fiesta's basic attack, Trumpet Concord, needs the help. Consider bypassing Laid Low to get Macho Amigos, Solo, and Encore first. Laid Low is a fun ability, but it can wait for increased damage output. The Super Star! Path is a good way to go if Fiesta is still leveling up, or if you're going the two-player route and your partner needs XP and Gold. But no one would blame you for sticking with the What Amigos Are For path. Those little Amigos are awesome.

BASIC ATTACKS

Trumpet Concord

Hold **Attack 1** to play a tune on the trumpet gun that damages nearby enemies.

Amigos

Press **Attack 2** to summon a friendly instrument-wielding Amigo.

UPGRADES

Laid Low

Cost	500 Gold

Press **Attack 3** to become partially hidden, taking reduced damage.

Macho Amigos

Cost	700 Gold
Prerequisite	None

Amigos now deal more damage. Those little guys pack a punch!

Solo

Cost	900 Gold
Prerequisite	None

Press **Attack 1** while playing trumpet to play a solo note that will home in and damage nearby enemies.

Encore

Cost	1200 Gold
Prerequisite	Unlock Solo

Playing five Solo Notes in a row will cause Amigos to stay longer.

WHAT AMIGOS ARE FOR PATH

Make a stronger bond with your Amigos, making them more powerful. Best Amigos Forever!

Take It Away Amigos!

Cost	1700 Gold
Prerequisite	What Amigos Are For Path

Press **Attack 1** while trumpeting to play a solo note; every fifth solo note played makes Amigos get a damage boost!

Mucho Amigos

Cost	2200 Gold
Prerequisite	What Amigos Are For Path

Press **Attack 2** to summon an Amigo. Now have up to FIVE Amigos!

Soul Jam

Cost	3000 Gold
Prerequisite	What Amigos Are For Path

Press **Attack 3** to become Laid Low, Amigos move faster while Laid Low.

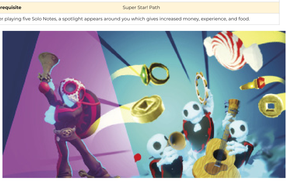
SUPER STAR! PATH

Become the star of the show and bewilder enemies with magnificent performances!

Diva

Cost	1700 Gold
Prerequisite	Super Star! Path

After playing five Solo Notes, a spotlight appears around you which gives increased money, experience, and food.



Shot To The Heart

Cost	2200 Gold
Prerequisite	Super Star! Path

Press **Attack 1** while trumpeting to play to play a solo note; solo notes now pierce enemies.

Big Finish

Cost	3000 Gold
Prerequisite	Super Star! Path

Press **Attack 3** to become Laid Low, Amigos grow large and then explode after a short time while Laid Low.

SOUL GEM ABILITY

Family Fiesta

Cost	4000 Gold
Prerequisite	Find Fiesta's Soul Gem.

Hold **Attack 2** to summon a Fiesta! The guest list is huge!

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Undead
Bone Bash Roller Brawl

Vehicle: Tomb Buggy

Starting Stats

Maximum Health	220
Speed	50
Armor	12
Critical Hit	6
Elemental Power	25

Roller Brawl grew up with five older vampire brothers, who were all very big and overprotective. Being the smallest of her family, she learned how to use her speed and cunning to become one of the toughest jammers in the Undead Roller Derby League. It was during the championship match when she caught the eye of Kaos, who fell head-over-heels in love with her. But when her overprotective brothers stepped in, Kaos had them captured by Drow and taken prisoner. Roller Brawl swore revenge, but even with her impressive skills, she was no match for an entire Drow army. Having developed a strong distaste for evil, she joined up with the Skylanders to fight against Kaos—while never giving up on her search for her brothers.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Love Bites ability.	+5 Elemental Power (Roller Brawl)
Defeat 50 enemies with the Unfair Play ability.	+5 Acceleration (SuperCharged Tomb Buggy)

SUPERCHARGED CHALLENGE: THE WILD GHOST CHASE

Catch the ghost three times before the end of the race!

STAR	TIME GOAL	REWARD
First	3:35.00	+25 Geiorbs
Second	2:50.00	+1 Wish Stone
Third	1:45.00	+1 Special Item

A ghost started haunting Chompy Gardens and Roller Brawl needs to catch it three times within three laps. The ghost is fast, so you need to hit boost pads in order to catch it. The ghost summons tombstones to block the path. Fortunately, you can blast them apart to clear the way. When you see the ghost take a longer way through an area, don't try to chase it down from behind. Go the shorter route and get ahead of the ghost and let it catch up to you.

OVERVIEW

If you time a jump just right, you can avoid the returning Fangerang blades to extend the attack. While Fangerang remains active, Derby Duke becomes a punch/kick combo and Roller Brawl's jumping attack goes from spinning pink blades to a two-fisted dive. After unlocking Brawling Bouf, watch Roller Brawl's wrists where her blades attach. When a spark appears there, hold **Attack 2** and she transforms into a giant, moveable cloud of smoke that tears apart any enemies it encounters.

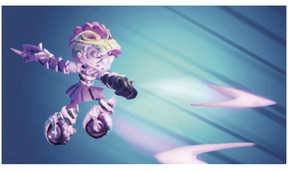
BASIC ATTACKS

Derby Duke

Press **Attack 1** to slash nearby enemies with your Fang Blades.

Fangerang

Press **Attack 2** to extend your Fang Blades and throw them out at enemies. Press **Attack 1** while the Fang Blades are out to attack with your fists!



UPGRADES

Love Bites

Cost	500 Gold
Prerequisite	None

Press **Attack 2** while Fangerangs are thrown to blow a fangy Vampire Kiss at enemies. Enemies hit by the kiss will be weakened and have some of their health drained.

Skaters Gonna Skate

Cost	700 Gold

Press **Attack 3** to skate faster and extend your Fang Blades while doing so which damages enemies that get in your way!

Derby Damage

Cost	900 Gold
Prerequisite	None

Derby Duke attacks now do more damage. All is fair in Derby!

Crossover Technique

Cost	1200 Gold
Prerequisite	None

Fangerangs seek out other targets after the first before returning.

BRAWLER DERBY PATH

Keep the enemy on their toes with aggressive upgrades that favor mobility!

Jam-Time

Cost	1700 Gold
Prerequisite	Brawler Derby Path

Hold **Attack 3** while skating to launch yourself like a missile, damaging any enemy in the way.

Serious Substitution

Cost	2200 Gold
Prerequisite	Brawler Derby Path

Fang Blades become more powerful and will do more damage to enemies.

Always Wear A Helmet

Cost	3000 Gold
Prerequisite	Brawler Derby Path

Hold **Attack 1** to do an explosive headbutt. That's using your head!

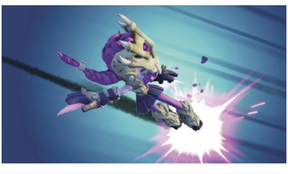
WALLER DERBY PATH

Shrug off enemy attacks with upgrades that favor defense and range!

Eat Pavement

Cost	1700 Gold
Prerequisite	Waller Derby Path

Hold **Attack 3** to tear up the pavement and damage all enemies in front of you.



Blocker Bouffit

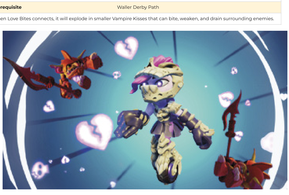
Cost	2200 Gold
Prerequisite	Waller Derby Path

Your Armor bulks up and reduces enemy damage.

Contagious Kiss

Cost	3000 Gold
Prerequisite	Waller Derby Path

When Love Bites connects, it will explode in smaller Vampire Kisses that can bite, weaken, and drain surrounding enemies.



SOUL GEM ABILITY

Brawling Bouf

Cost	4000 Gold
Prerequisite	Find Bone Bash Roller Brawl's Soul Gem.

Roller Brawl's rage grows over time. When she is at maximum rage, hold **Attack 2** to unleash her fury on nearby enemies.

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Water

Previous Skylanders

WATER

	Skylanders Spyro's Adventure	Skylanders Giants	Skylanders Swap Force	Skylanders Trap Team
Trap Master				Lob-Star
				Snap Shot
SWAP Force			Freeze Blade	
			Wash Buckler	
Giant Skylander		Thumpback		
Core	Gill Grunt	Chill	Punk Shock	Echo
	Slam Bam		Rip Tide	Flip Wreck
	Wham-Shell			
	Zap			
Mini				Gill Runt
				Thumpling
Series 2		Gill Grunt	Blizzard Chill	
		Slam Bam		
		Zap		
Series 3			Anchors Away Gill Grunt	
Series 4				Tidal Wave Gill Grunt
Lightcore™		Chill	Wham-Shell	
Legendary		Slam Bam (Series 2)		
		Chill		
Alt Deco			Nitro Freeze Blade	Dark Snap Shot
			Dark Wash Buckler	Winterfest Lob-Star

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Water
Dive-Clops

Vehicle: Dive Bomber

Starting Stats	
Maximum Health	250
Speed	35
Armor	30
Critical Hit	4
Elemental Power	25

Believe it or not, Dive-Clops is actually the twin brother of Eye-Brawl. When he was young, his baleeings were blasted off by pirates while flying over the Swirling Sea, causing him to plunge into the abyss below. After rolling on the bottom for several days, he was discovered by an underwater civilization of Jelly Dwarves. They were instantly fascinated by the bizarre looking eyeball and took him back to their Coral Castle, where they built him a magnificent dive suit that would allow him to explore the depths of the sea. But everything changed when Dive-Clops decided to venture to the mysterious Whirlpool of Destiny deep within the ocean. As he got closer, he suddenly felt pulled by its immense power, and reemerged to discover that thousands of years had passed! Now with his destiny before him as a member of the Skylanders, Dive-Clops tells the minions of Kaos know that there are many dangers of the deep!

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Ping ability.	+5 Armor (Dive-Clops)
Defeat 50 enemies with the Torpedo Tubes ability.	+25 Armor (SuperCharged Dive Bomber)

SUPERCHARGED CHALLENGE: GO LIKE A BOMB

Finish the race as fast as possible without being blown up by mines!

STAR	TIME GOAL	REWARD
First	4:00.00	+25 Gearbits
Second	3:00.00	+1 Wish Stone
Third	2:45.00	+1 Special Item

The waters of the Frozen Fossil Festival have been seeded with mines but Dive-Clops needs to reach the end. There are two limitations in this challenge: the clock and Dive-Clop's health. There's no way to restore his armor or health, so if it drops to zero, you fail the challenge.

You're stuck waiting on weapons to recharge on their own. Avoid as many mines as possible. Blast mines in your path, especially if they're blocking boost rings. Don't forget, diving underwater is another way to avoid hitting some mines, but there are mines down there as well.

OVERVIEW

Use Sonar before and after firing a Waterpedo. The first use of Sonar marks targets for Waterpedo to circle. The second use of Sonar detonates the Waterpedo and causes more damage. Put the Eye in Geyser becomes a much more powerful ability after you unlock Power of the Pupil. With a geyser active, **Attack 1** becomes a high-speed water ball that can hit targets beyond the geyser's range. **Attack 2** spins Dive-Clops 360 degrees with the geyser still active and damages enemies in range.

BASIC ATTACKS

Waterpedo

Press **Attack 1** to shoot a Waterpedo that creates a mine that damages enemies close to it and explodes when hit with Sonar.

Sonar

Press **Attack 2** to create a sonar ping that damages enemies around you and causes Waterpedo mines to explode.

UPGRADES

Put The Eye In Geyser	
Cost	500 Gold

Press **Attack 3** to unleash a geyser that pushes enemies back. Press **Attack 3** again to end the geyser.

Echo Enhancers	
Cost	700 Gold
Prerequisite	None

Increases the range and damage of Sonar.

Power Of The Pupil	
Cost	900 Gold
Prerequisite	Put the Eye in Geyser

While using Geyser, press **Attack 1** or **Attack 2** to perform special attacks.

Ping	
Cost	1200 Gold
Prerequisite	None

Hold **Attack 2** and release to shoot existing Waterpedoes and mines upon the targeted enemy or location.

TIDAL TORPEDOES PATH

Use lost deep sea technology to increase the power of Waterpedo!

Torpeslow	
Cost	1700 Gold
Prerequisite	Tidal Torpedoes Path

Press **Attack 1** to fire Waterpedoes that create mines which slow the movement of enemies close to the mine.

Mark II Waterpedo	
Cost	2200 Gold
Prerequisite	Tidal Torpedoes Path

Waterpedoes and Waterpedo mines do more damage. Mined your step!

Neato Waterpedo	
Cost	3000 Gold
Prerequisite	Tidal Torpedoes Path

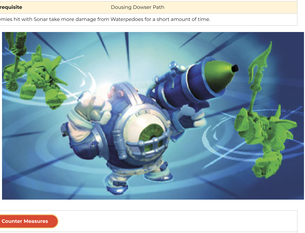
Every other torpedo is a super Waterpedo that does more damage.

DOUSING DOWSER PATH

Learn more powerful Sonar abilities to defeat large groups of enemies!

Sonar Smarts	
Cost	1700 Gold
Prerequisite	Dousing Dowser Path

Enemies hit with Sonar take more damage from Waterpedoes for a short amount of time.



Counter Measures	
Cost	2200 Gold
Prerequisite	Dousing Dowser Path

Automatically send out a small sonar pulse when hit that will damage nearby enemies.

Hatch Off To You	
Cost	3000 Gold
Prerequisite	Dousing Dowser Path

Geyser does more damage and can be used longer. Tear it up!

SOUL GEM ABILITY

Depth Of Field	
Cost	4000 Gold
Prerequisite	Find Dive-Clops's Soul Gem.

Hold **Attack 1** and release to shoot a huge cluster of Waterpedo mines. If you couldn't sea mines, you will now!

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Water
Deep Dive Gill Grunt

Vehicle: *Reef Ripper*

Starting Stats	
Maximum Health	270
Speed	35
Armor	24
Critical Hit	6
Elemental Power	25

Gill Grunt was a brave soul who joined the Gillmen military in search of adventure. While journeying through a misty lagoon in the clouds, he met an enchanting mermaid. He vowed to return to her after his tour. Keeping his promise, he came back to the lagoon years later, only to learn a nasty band of pirates had kidnapped the mermaid. Heartbroken, Gill Grunt began searching all over Skylands. Though he had yet to find her, he joined the Skylanders to help protect others from such evil, while still keeping an ever-watchful eye for the beautiful mermaid and the pirates who took her.

QUESTS FROM BUZZ

Quests

QUEST	REWARD
Defeat 20 enemies with the Typhoon Turbine JetPack ability.	+5 Critical Hit % (Gill Grunt)
Defeat 50 enemies with the Ocean Upheaval ability.	+5 Handling (SuperCharged Reef Ripper)

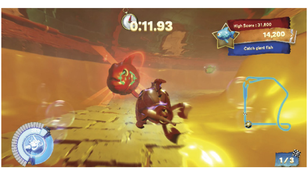
SUPERCHARGED CHALLENGE: SOMETHING FISHY

Catch as many giant fish as possible before time runs out. Pass through blue gates to get bonus time.

STAR	POINTS GOAL	REWARD
First	10000	+25 Gearbits
Second	50000	+1 Wish Stone
Third	95000	+1 Special Item

The waters of the Golden Temple have been stocked with blue, green, and red fish. The challenge begins with 30 seconds on the clock, but each time gate you hit adds 5 seconds. The goal is to earn as high a score as possible before the clock expires or you complete three laps.

Until the third lap, hitting time gates is your top priority. After that, go for red fish (5,000 points), and green fish (500 points) over blue fish (100 points). Check underwater often for the red fish. They're large but elusive. Consider hitting them with a trident if they're too far out of the way.



OVERVIEW

Gill Grunt traded his harpoon gun for a trident, but he maintained his ranged attack ability. Instead of firing harpoons and anchors, his trident shoots lightning. His Soul Gem ability, Storm of the Seas, is the ultimate expression of this newfound love of electricity. If you're a big fan of Gill Grunt's jetpack mode, the Torrent Tamer path is for you. You get additional attack options and you begin and end jetpack sessions with a bang. The Storm Summoner path adds lightning to some attacks and boosts the damage done by lightning, which includes damage from Storm of the Seas.

BASIC ATTACKS

Trident Thrust

Press **Attack 1** to attack enemies with your trident.

Power of the Seas

Press **Attack 2** to attack enemies with a long range lightning attack.

UPGRADES

Typhoon Turbine Jetpack

Cost	500 Gold

Press **Attack 3** to begin hovering with your Jetpack.Press **Attack 1** to dash forward or press **Attack 2** to send out a tidal wave.Press **Attack 3** again to land on the ground.

Trident True

Cost	700 Gold
Prerequisite	None

Hold **Attack 1** when not using the Jetpack to rapidly attack nearby enemies.

Wild Whirlpool

Cost	900 Gold
Prerequisite	Unlock Typhoon Turbine Jetpack

Hold **Attack 2** while using the Jetpack to create a large whirlpool that damages nearby enemies.

Trident Unleashed

Cost	1200 Gold
Prerequisite	None

Trident attacks do more damage. Unleash the Trident!

TORRENT TAMER PATH

Learn how to ride on massive waves and damage enemies in your way!

Wave Jumper

Cost	1700 Gold
Prerequisite	Torrent Tamer Path

Press **Attack 3** to begin hovering with your Jetpack. Press **Attack 3** again to land on the ground. Entering or exiting Jetpack mode causes a water explosion that damages nearby enemies.

Tubular Tidal Wave

Cost	2200 Gold
Prerequisite	Torrent Tamer Path

Press **Attack 2** to shoot out three large waves in Jetpack mode.

Drive The Wave

Cost	3000 Gold
Prerequisite	Torrent Tamer Path

Hold **Attack 1** in Jetpack mode to ride a huge tidal wave!

STORM SUMMONER PATH

Channel the power of the storms of the sea and electrify your attacks!

Lightning Strikes

Cost	1700 Gold
Prerequisite	Storm Summoner Path

Hold **Attack 1** while not using the Jetpack to rapidly attack nearby enemies with lightning.

Shocking Transition

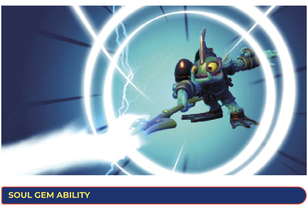
Cost	2200 Gold
Prerequisite	Storm Summoner Path

Press **Attack 3** to begin hovering with your Jetpack. Press **Attack 3** again to land on the ground. Entering Jetpack mode causes a lightning explosion that damages nearby enemies.

Lightning Build-Up

Cost	3000 Gold
Prerequisite	Storm Summoner Path

Lightning attacks do more damage. Storm powered!



SOUL GEM ABILITY

Storm Of The Seas

Cost	4000 Gold
Prerequisite	Find Deep Dive Gill Grunt's Soul Gem.

Hold down **Attack 2** while not using the jetpack to summon a powerful lightning storm!

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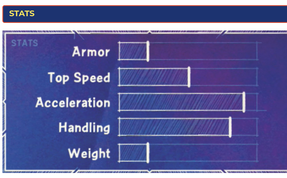
Land Vehicles
Burn-Cycle

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Delayed Blast Pyreball	Tap **Attack 1** and stick your enemy with an exploding fire ball.
Releasing Fire	Press and hold **Attack 3** and blaze a fiery trail damaging any enemy who passes through it.

USING BURN-CYCLE

To keep anyone from racing out too far ahead, use Delayed Blast Pyreball's excellent range. Once you have a lead, employ Releasing Fire near boost pads to keep others from using them. Burn-Cycle is a good choice for Boss Pursuits, where an attack that tracks targets is more important than top speed.

While quick and nimble, Burn-Cycle lacks sustained speed and must rely on boost pads and Releasing Fire to keep up with faster vehicles. Practice courses in Time Trial mode to uncover the most efficient route between boost pads. Some vehicles can get away with missing one or two, but they're vital for Burn-Cycle.

RACING AGAINST BURN-CYCLE

Its stats rank at the bottom of armor, top speed, and weight, meaning you can catch up and blast it or muscle it out of the way, depending on your vehicle. Remember to approach from one side and not from the rear. You may be caught in a line of fire left behind as Burn-Cycle zips ahead.

PERFORMANCE MODS

CRACKED CORE FENDER

+10 Handling

BURNING BUMPER

+5 Top Speed, +5 Acceleration

OBSIDIAN SHARD GUARD

+300 Armor

LAVA LEVELERS

+10 Top Speed

SPECIALTY MODS

MOLTEN BOOSTERS

+5 Top Speed, +5 Acceleration

MAGMA INJECTOR

+10 Top Speed

BURN-UP MOTOR

+300 Armor

INFERNO WHEEL

+5 Top Speed, +10 Handling, -10 Weight

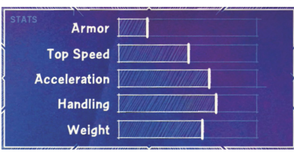
HORN OPTIONS

Eruption Uproar

Volcanic Volume

Crypt Crusher

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Tune Up	Tap **Attack 1** to shoot musical notes at enemies. Shoot more notes with more amigos.
Amigo Amplitude	Tap **Attack 3** to shoot amigos that attach to enemies, damaging them over time.

USING CRYPT CRUSHER

Amigo Amplitude offers the best damage return for amount of ammo expended and is great when you lose sight of opponents often. Tag an opponent one time and watch their armor and health bars quickly tick down. The downside of Amigo Amplitude is that damage done by Tune Up decreases for each Amigo fired off. Keep your Amigos onboard when you have a clear line of sight ahead.

Considering its awesome attacks, Crypt Crusher performs slightly better while trailing. Don't finish off weakened enemies immediately. Save the last shot for opportune moments, such as just before a line of Magic Item Boxes.

RACING AGAINST CRYPT CRUSHER

Crypt Crusher is better at taking the lead than holding it. It lacks rear attacks and has no means to get bursts of speed other than boost pads. You can safely sit behind Crypt Crusher and pelt it with attacks. Choose the times you pass Crypt Crusher carefully, otherwise you quickly end up with tiny, unwanted passengers draining your health.

PERFORMANCE MODS

COFFIN CLAPPER

+10 Top Speed

WOOD GEIST

+10 Acceleration, -5 Weight

MUMMY MOTIF

+300 Armor

PAGES FUELED ENGINE

+10 Handling

SPECIALTY MODS

GRAVE RAISER

+10 Acceleration

STAGE COACH CRUISER

+15 Top Speed, -5 Weight

MUMS SPINDLE

+150 Armor, +5 Weight

PERCUSSION PUSHER

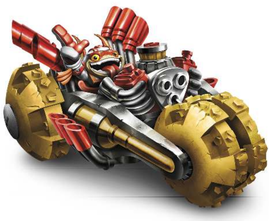
+10 Handling

HORN OPTIONS

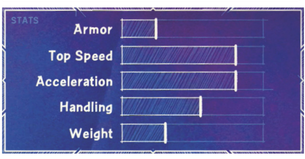
Decomposition

Honkoween

Land Vehicles
Gold Rusher



STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Currency Cannon	Press **Attack 1** to rapidly destroy your enemies with sweet, sweet gold!
Triggered Happy Mines	Tap **Attack 3** to drop Triggered Happy Mines.

USING GOLD RUSHER

Individual shots from Currency Cannon are weak. If you expect to clear out the drivers in front of you, you need a steady hand to hold targets long enough to deal even moderate damage. Once you reach the front of the pack, Triggered Happy Mines are an excellent way to hold the lead. Leave them anywhere other racers need to go, such as in front of boost pads or Power Boxes.

Avoid contact when possible. Gold Rusher can't handle being roughed up by heavier vehicles. Its handling isn't bad, but a nudge at the wrong time could result in dropping a few spots.

RACING AGAINST GOLD RUSHER

Gold Rusher might be the least fearsome sight in your rearview mirror. The individual shots from Currency Cannon barely do any damage. If you're overtaking Gold Rusher, don't drive directly behind it. Move to the side to avoid any exploding barrels left in its wake.

PERFORMANCE MODS

POP & SPARKERS
+650 Armor, -10 Acceleration

CANYON JUMP BOOSTS
+10 Top Speed, -10 Handling

SHOW SPARKLERS
+20 Handling, -10 Weight

TAIL PIPE FLARES
-150 Armor, +5 Top Speed, +5 Acceleration, +5 Handling

SPECIALTY MODS

COGWHEEL TRIKE
-150 Armor, +5 Top Speed, +5 Acceleration, +5 Handling

GEARWORK KIT
+650 Armor, -10 Handling

COIN CYCLE
+5 Top Speed, +10 Acceleration, -10 Weight

SHORT FUSE QUADS
-10 Top Speed, +20 Handling

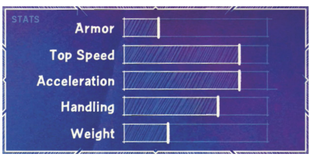
HORN OPTIONS

Clink Clankers

Widget Whir

Land Vehicles
Hot Streak

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Fire Grill	Hold **Attack 1** to unleash a powerful stream of fire to heat up your enemies.
Nitro Blaze	Press **Attack 3** to boost forward in a nitro blaze of glory!

USING HOT STREAK

Hot Streak is a great choice for Time Trials and races due to its Acceleration, Top Speed, and Handling. However, you should look elsewhere when you tackle Boss Pursuit. Hot Streak's lone attack, Fire Grill, looks impressive but it's not the most effective attack.

Fire Grill is tough to aim accurately because it fires in an arc and requires you to keep on the target to inflict significant damage. Use Nitro Blaze to get back up to speed after coming to a full stop. It's also a great way to overtake someone when you're on their rear bumper.

RACING AGAINST HOT STREAK

Hot Streak isn't much of a threat to spin you out but will zoom through you, wreathed in fiery blue flames. Catching Hot Streak from behind is tough, so try to keep it caught up in the pack where its low weight and thin armor are more easily exploited.

PERFORMANCE MODS

BLUE-FIRE TIRES

+5 Top Speed, +5 Handling

ROAD BURNERS

+10 Handling

COAL SHOOTERS

+150 Armor, +5 Weight

SPEED DEMONS

+10 Acceleration

SPECIALTY MODS

BLAZE BOOSTERS

+10 Top Speed

BLOCK BROILER

+5 Top Speed, +5 Acceleration

VOLCANIC VENTS

+150 Armor, +5 Weight

WIND FLARES

+10 Acceleration, +5 Handling

HORN OPTIONS

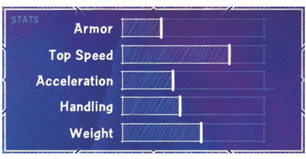
Searing Snarler

Pop Snapper

Land Vehicles

Shark Tank

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Ballistic Drill Missile	Tap **Attack 1** for shark missiles!
Street Swimming	Hold **Attack 3** to enter Street Swimming Mode.

USING SHARK TANK

Shark Tank is heavy with average handling, so you may think you're driving it on ice most of the time. You must hit boost pads at good angles or run the risk of sliding into walls or other obstacles.

If you can put your reticle on a vehicle, Ballistic Drill Missile tracks it and hits it hard. When you're being targeted or bumped, use Street Swimming. It causes you to go more slowly, but you are safe from attack and damage anyone too close.

RACING AGAINST SHARK TANK

Rubbing may be a part of racing, but won't work against Shark Tank. As soon as another vehicle comes into contact, Shark Tank goes underground. That means it stays safe while you take damage. Spin out Shark Tank from a safe distance before you try to pass, or try to pass in a cluster of other vehicles so you aren't an easy target for its missiles.

PERFORMANCE MODS

GEODE GRINDERS

+10 Handling

DOUBLE-TREADED TRACKS

+150 Armor, +5 Weight

TURBO SLICK BELTS

+10 Top Speed

SHARK TEETH BITERS

+10 Acceleration

SPECIALTY MODS

SUBTERRAIN GLIDER

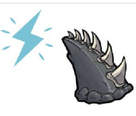
+300 Armor

GRAVEL HOPPER BOOSTS

+10 Top Speed

DOUBLE-FIN DIVER

+5 Acceleration, -5 Weight



TERRA FIN

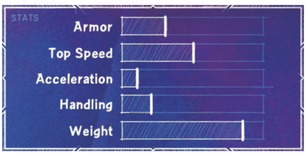
+10 Handling

HORN OPTIONS

Quarry Clang

Sand Shark Alarm

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Crowd Control	Hold **Attack 1** to shoot a steady stream of electricity.
Doomproof Forcefield	Press and hold **Attack 3** to protect yourself with an electromagnetic shield and collect far away gear bits. Release to explode the shield and damage nearby enemies.

USING SHIELD STRIKER

Of all Land Vehicles, Shield Striker most closely resembles the immovable object. It feels so sluggish that you think nothing can move it, even its own engine! Doomproof Forcefield keeps out any attack. Not even Tiki Speaky's lightning can penetrate it. Anytime the lock-on appears, activate Doomproof Forcefield. The fact that it explodes is an added bonus.

Crowd Control is a pleasant surprise. Once it's activated and acquires a target, it tracks that target without input from you. Most non-missile weapons require a more hands-on approach.

RACING AGAINST SHIELD STRIKER

Do not allow Shield Striker to get the lead. If no one is in front of Shield Striker depleting its supply of Ammo Pods, it's difficult to slow it down. You can't nudge it because it's too heavy and you'll eat a few Doomproof Forcefield explosions for your effort. Look for a wide spot in the track where you can pass safely and avoid Doomproof Forcefield explosions.

PERFORMANCE MODS

TROLL PATROLLER

+150 Armor, +5 Top Speed, +5 Acceleration, +5 Handling

CHOMPY GUARD

+5 Acceleration, +10 Handling

FULL METAL FENDER

+450 Armor, -10 Acceleration, +5 Weight

HIGH SPEED PURSUER

+10 Top Speed, +10 Acceleration

SPECIALTY MODS

TACTICAL VIEWER

+15 Acceleration, -5 Weight

LIGHTNUM LAMPS

+15 Handling

FITTED TANK TOP

+300 Armor, -10 Handling, +10 Weight

LIGHTNING STRIKERS

+15 Top Speed

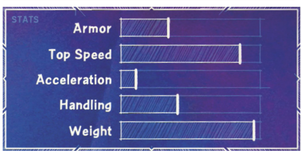
HORN OPTIONS

Redirectors

Battery Buzz

Land Vehicles
Thump Truck

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Under Punch	Tap **Attack 1** to uppercut enemies with a fist of solid rock!
Bush Booster	Hold **Attack 3** to become unstoppable and slam into enemies for mega damage!

USING THUMP TRUCK

Getting a good start is vital for Thump Truck. Despite its impressive top speed, its low acceleration means you never want to come to a complete stop. If that does happen, turn to Bush Booster for help getting back up to top speed quickly.

Under Punch is a frustrating attack. It does respectable damage and has a cool animation (a stone fist emerging from the ground) but it has a significant cooldown before it's ready to go again. Even worse, it bounces opponents into the air without slowing down their momentum or keeping them from grabbing Power Boxes.

RACING AGAINST THUMP TRUCK

Anytime you can bring Thump Truck to a stop, spinning it out or pushing it into an obstacle, do it! Thump Truck takes foever to get back up to speed. Don't let Thump Truck sneak up on you. Bush Booster will chew through your armor and health before you know what happened.

PERFORMANCE MODS

CONCRETE CHEWER

+10 Handling

THE DOZER

+300 Armor

ROUGH TRUCK GRILL

+10 Acceleration

EXPERIENCED EXCAVATOR

+5 Top Speed, +5 Weight

SPECIALTY MODS

FUSION MIXER

+10 Acceleration

DEEP BUCKET BED

+300 Armor

RALLY SPOILER

+10 Top Speed

THE OL' BALL AND CHAIN

+10 Handling

HORN OPTIONS

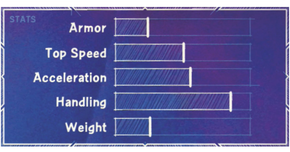
Mammoth Toot

Wrecking Racket

Land Vehicles

Tomb Buggy

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	800
2nd	900
3rd	1000
4th	1100
5th	1200

Attacks

Spread the Love	Tap **Attack 1** to blast a spread shot of undead power at enemies.
Unfair Play	Hold **Attack 3** to grind nearby enemies with wheel energy.

USING TOMB BUGGY

Be prepared for bouncing when racing as Tomb Buggy. It's a light vehicle and gets pushed around easily. Tomb Buggy also hangs in the air forever after boost pad-assisted jumps. Use Unfair Play to keep anyone from passing. It also comes with a little boost of speed, so keep Unfair Play active whenever you pick up Power Pods.

If Spread the Love was in high school, it would be voted attack least likely to require aiming. It's a wide spread of missiles that fly directly ahead and hit everything. Individual missiles don't do much damage, but when you fire six at a time, something is bound to get hit.

RACING AGAINST TOMB BUGGY

Try to spin out Tomb Buggy before passing. It's a light vehicle and nudging it (especially in corners) frustrates the driver, but Unfair Play makes driving too close ill-advised. Spread the Love can be dangerous if Tomb Buggy is close enough behind you that all the missiles hit, so try to slide to a side if you see Tomb Buggy in the rearview mirror.

PERFORMANCE MODS

GRAVE CRACKERS

+10 Handling

GHASTLY SPEEDSTERS

+15 Acceleration, -10 Weight

RIB RATTLERS

+10 Top Speed

BONESAW RIPPERS

+150 Armor, +5 Top Speed, +5 Acceleration

SPECIALTY MODS

BOO-STER

+10 Acceleration

ECTO-ENGINE

+5 Top Speed, +5 Acceleration

TOMBSTONE SMOKER

+300 Armor

VAMPIRE VENTILATION

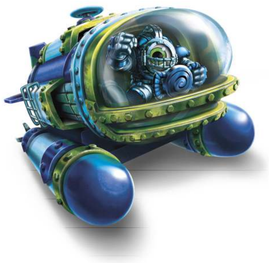
+10 Top Speed

HORN OPTIONS

Scream Screech

Organ Blast

Dive Bomber



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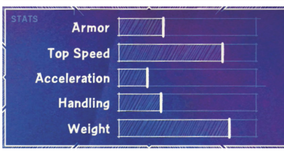


Weapon And Shield Upgrade Costs

SLOT	COST
1st	300
2nd	350
3rd	400
4th	450
5th	500

Attacks

Twin Torpedo Tubes	Tap **Attack 1** to launch torpedoes.
Deep Sea Sonar	Tap **Attack 3** to mark enemies with a sonar ping. Torpedoes seek out marked targets.

USING DIVE BOMBER

You need some patience while learning how to handle Dive Bomber. Your ability to handle it smoothly decreases as its speed increases. When you're at top speed, even a slight nudge on the controls turns into an overcorrection.

As if to make up for the lack of handling, Dive Bomber comes with two good attacks. Use Deep Sea Sonar to damage every nearby racer and mark them for torpedo attacks. Even without using Deep Sea Sonar to mark targets, the torpedoes track whichever opponent is in the reticle when they're fired.

RACING AGAINST DIVE BOMBER

Trailing Dive Bomber is much safer than leading it. Take advantage of its lesser Acceleration and Handling by administering finishing blows in corners and spots just past boost rings. Hopefully you won't be the only person passing and Dive Bomber's torpedoes will have multiple targets.

PERFORMANCE MODS

TORPEDO BUOYS

+10 Top Speed

SUB STREAM JETS

+10 Acceleration

FLEX FLOATIES

+10 Handling

ARKEYAN ECHO GUNS

+300 Armor

SPECIALTY MODS

POWER PROPELLOR

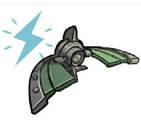
+10 Handling

DEEP DYNAMO

+10 Acceleration

MR. SQUEEKS

+10 Top Speed



AQUA SPLITTER

+150 Armor, -10 Acceleration, +15 Weight

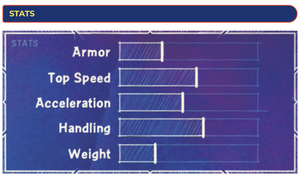
HORN OPTIONS

Dolphin Disorienter

Lost at Sea Signal

Reef Ripper

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	300
2nd	350
3rd	400
4th	450
5th	500

Attacks

Ocean Upheaval	Tap **Attack 1** to shoot a trident at enemies.
Electrify the Tail	Tap **Attack 3** to electrify nearby enemies.

USING REEF RIPPER

Racing sea vehicles usually requires some adjustments for slipping and sliding while turning. *Reef Ripper* handles almost like a land vehicle on a slick surface and it may take a few races to adjust to that.

Ocean Upheaval makes its tough for racers immediately ahead of *Reef Ripper*. It doesn't inflict notable damage, but having an attack that follows targets is huge. Electrify the Tail keeps heavier vehicles honest. They can't push you around in *Reef Ripper* when they need to worry about electricity frying them.

RACING AGAINST REEF RIPPER

When you're up against *Reef Ripper*, lean on your vehicle's strengths. *Reef Ripper* is so balanced, there's no obvious weakness to exploit. You're safe in a chase position as long as you don't get close enough to get nailed by Electrify the Tail.

PERFORMANCE MODS

GILL GRILL

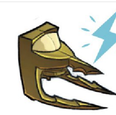
+10 Handling

SPEARFISH DRIVER

+10 Top Speed

THUMPBACK PROW

+300 Armor



TRIDENT SPEARHEADS

+10 Acceleration

SPECIALTY MODS

AQUA FIN TURBINE

+10 Acceleration

SHARPFIN BLASTER

+10 Top Speed, -5 Weight

WHALE FLIPPER

+150 Armor, +5 Weight

TIDAL WAVE CRASHER

+5 Top Speed, +5 Handling

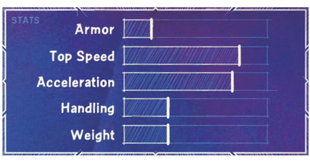
HORN OPTIONS

Revving Gurgler

High-Tide Honker

Sea Vehicles
Sea Shadow

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	300
2nd	350
3rd	400
4th	450
5th	500

Attacks

Abyss Cannon	Tap **Attack 1** to fire Darkness Orbs that track your enemies.
Luminescent Launcher	Tap **Attack 3** to launch a Darkness Vortex. Shoot it with Darkness Orbs to make it pulse with damage.

USING SEA SHADOW

Sea Shadow's strengths are a good Top Speed, excellent Acceleration, and powerful attacks. Poor Handling and a low weight means Sea Shadow gets pushed around easily and can't corner effectively. Its paper-thin armor can't take much punishment.

The combination of Sea Shadow's attacks is what allows it to shine in Boss Pursuit. Darkness Vortices appear at your reticle's location when you press Attack 3 and stick to opponents, even as they stay on the move. After firing off a Darkness Vortex, blast it with Darkness Orbs to inflict damage in bunches.

RACING AGAINST SEA SHADOW

Sea Shadow is dangerous when it's behind your vehicle, but vulnerable everywhere else. It pulls away in long, straight stretches of water, but you can catch up when courses get twisty. Jam it in tight spaces, or blast it with your weapons until it spins out.

PERFORMANCE MODS

SEA CHASM TURBINE

+10 Top Speed

BIO-LUMINATOR

+10 Handling

PRESSURE REACTOR

+10 Acceleration

DEEP SEA DENTURES

+150 Armor, +5 Handling, -5 Weight

SPECIALTY MODS

UNDERCURRENT CATCHER

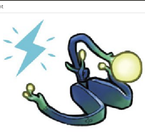
+10 Acceleration

KRAKEN COATING

+10 Handling

SONIC MANTA FINS

+300 Armor, -5 Handling, +5 Weight



ALLURING LURES

+10 Top Speed

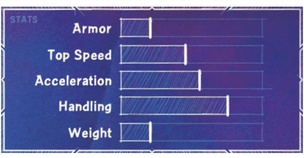
HORN OPTIONS

Night Time Tuner

Manta Music

Sea Vehicles
Soda Skimmer

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	300
2nd	350
3rd	400
4th	450
5th	500

Attacks

Alchemic Admixture	Tap **Attack 1** to launch a crazy potion.
Shake and Change	Tap **Attack 3** to mix up a new crazy potion.

USING SODA SKIMMER

Soda Skimmer is the multi-tool of vehicles. Shake and Change switches between three different attacks. The three objects circling Soda Skimmer tells you what attack is currently active.

Green energy cells means the attack is a laser that fires directly ahead. Blue spheres are lobbed ahead and are tough to use accurately. They can't be used in any sort of enclosed area and work better when your target is some distance ahead. The final weapon is clusters of yellow missiles. They're your best option when you're in the middle of a pile of racers. They don't travel far, but they spread out nicely.

RACING AGAINST SODA SKIMMER

None of Soda Skimmer's weapons are effective against trailing opponents. You can safely sit behind it and spin it out with your own attacks. Running through enclosed spaces puts Soda Skimmer at a disadvantage since the blue sphere attack requires height to work properly, and it's Soda Skimmer's best ranged ability.

PERFORMANCE MODS

GUSHING GEYSERS

+5 Top Speed, +5 Acceleration, +5 Handling

BOBBING BLAST

+10 Top Speed

TWIST-OFF TWISTERS

+10 Acceleration

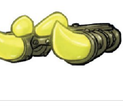
BOOMING BUBBLES

+300 Armor

SPECIALTY MODS

INNER BEAST TUBE

+10 Handling



PONTOON MIXERS

+15 Top Speed, -5 Weight

CARBONATOR

+10 Top Speed, +10 Acceleration, -10 Handling

FIZZY FLOATERS

-300 Armor, +20 Handling

HORN OPTIONS

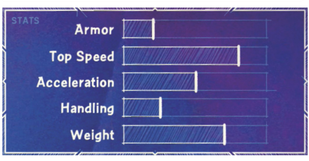
Pressure Blare

Party Pop!

Sea Vehicles

Splatter Splasher

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	300
2nd	350
3rd	400
4th	450
5th	500

Attacks

Oiled Ink	Tap **Attack 1** to paint your targets.
Inkling Interceptor	Tap **Attack 3** to fire a paint bomb that leaves an inkling that attacks nearby enemies.

USING SPLATTER SPLASHER

Splatter Splasher is a solid, all-around sea vehicle with better than average attacks. It's a good choice for someone first trying out racing on water.

Inkling Interceptor doesn't hit hard with individual shots, but it lingers for some time and ticks away the health of trailing racers. Oiled Ink is a good missile attack that tracks targets, making Splatter Splasher a good candidate for Boss Pursuit.

RACING AGAINST SPLATTER SPLASHER

Do whatever you can manage to push it off course. Pick your spot for the finishing blow carefully. Splatter Splasher can drop Inkling Interceptors that attack you as you try to pass.

PERFORMANCE MODS

EASEL EXHAUSTS

+10 Acceleration

ABSTRACT DRILLER

+10 Top Speed

MODERN HYDROS

+10 Handling

WATERCOLOR MIXER

+300 Armor, +5 Top Speed, -10 Handling, +5 Weight

SPECIALTY MODS

SPEED SCULPTURE

+300 Armor

INK JETS

+10 Acceleration

ACRYLIC SPOILER

+10 Top Speed

PAINT PALETTE WHEEL

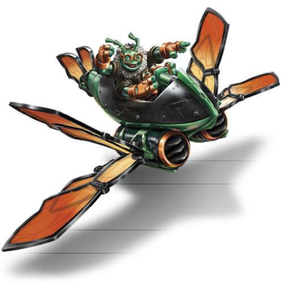
+10 Handling

HORN OPTIONS

Bristle Whistle

Graffiti Clamor

Sky Vehicles
Buzz Wing



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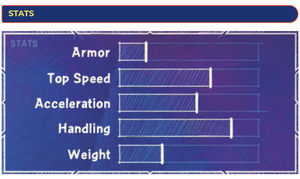


Weapon And Shield Upgrade Costs

SLOT	COST
1st	200
2nd	250
3rd	300
4th	350
5th	400

Attacks

Insect Swarmer	Tap **Attack 1** to blast a barrage of butterflies.
Swarm Trail	Press and hold **Attack 3** to charge a swarm of friends. Release to fire the swarm!

USING BUZZ WING

The two attacks in Buzz Wing's arsenal are about as different as two attacks can be. Insect Swarmer is a path-clearing brace of missiles. If you see anyone ahead of you, don't bother to aim, just fire off some missiles. At least one of them is bound to hit the target.

Swarm Trail requires charging and a solid lock on a target for it work but when it works, it's lights out. Another bonus with Swarm Trail is that you can charge it without sacrificing speed. When you get a nearby target in your sights, release the button and let the swarm do its thing.

RACING AGAINST BUZZ WING

Buzz Wing is a tough nut to crack. It has good all around stats and effective weapons. Watch its nose for the big butterfly. If you see it, you're safe from Insect Swarmer. It also means you shouldn't get too close or you'll find your vehicle wrecked by Swarm Trail.

PERFORMANCE MODS

MONARCH LIFTERS

+10 Handling

FOREST PATCHED WINGS

+10 Acceleration

BEETLE SHELL BLAST PLATES

+300 Armor

BUMBLE BUZZERS

+10 Top Speed

SPECIALTY MODS

BUTTERFLY FLAPPERS

+10 Acceleration

DRAGON DASHER

+10 Top Speed

BEETLE TUNE-UP

+300 Armor

THE KING BEE

+10 Weight

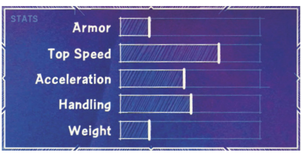
HORN OPTIONS

Cricket Crackler

Mantis Clack

Sky Vehicles
Jet Stream

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	200
2nd	250
3rd	300
4th	350
5th	400

Attacks

Avian Razors	Tap **Attack 1** to fire Avian Razors.
Vacuum Bomb	Tap **Attack 3** to create a tornado. Fire Avian Razors into it to charge it up!

USING JET STREAM

No vehicle can match Jet Stream's speed in taking down an opponent with full armor and health. Fire a Vacuum Bomb and seed it with Bouncing Blades. The damage numbers pile up and your target spins out.

As if it weren't great already, Vacuum Bomb damage extends to nearby vehicles. If you're behind a pack of racers, aim for the one in the middle and you'll quickly be leading that pack of racers. Bouncing Blades are fine on their own but should be saved to boost the damage done by Vacuum Bomb or for when a vehicle ahead of you is at critical health.

RACING AGAINST JET STREAM

When Jet Stream appears in your rearview, put some air between you and packs of racers. Unless the driver of Jet Stream has a vendetta against you, the pack should be the primary target. Jet Stream's handling and weight are both low, so nudge it off course and into hazards where possible.

PERFORMANCE MODS

WIND SLASHERS

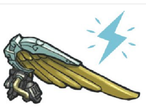
+10 Top Speed

BLADE WINGS

+5 Acceleration, -5 Weight

AIR-FLEX FLYERS

+10 Handling



BRASSFEATHER WINGS

+300 Armor

SPECIALTY MODS

WIND FRENZIES

+10 Top Speed

VORTEX CORE TURBINE

+10 Acceleration

VINTAGE FORGE CRANK

+5 Acceleration, +5 Handling

BRASSLOCK ENGINE

+150 Armor, +5 Weight

HORN OPTIONS

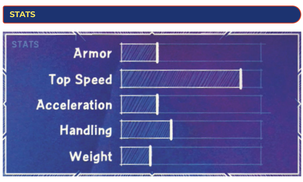
Turbine Trumpet

Air Horn

Sky Vehicles

Sky Slicer

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	200
2nd	250
3rd	300
4th	350
5th	400

Attacks

Feather Fury	Tap **Attack 1** to shoot out feathered spears.
Pidgeon Flock Missiles	Press and hold **Attack 3** to lock on and shoot out Pidgeon Flock homing missiles.

USING SKY SLICER

Sky Slicer manages to be the fastest Sky Vehicle despite its low acceleration. Considering its so-so handling, Sky Slicer shouldn't be your first Sky Vehicle.

Feather Fury is a standard fire-and-forget ranged attack that doesn't track its targets. It's not terrible, but you should save the energy in your Ammo Bar for Pidgeon Flock Missiles. Keep Attack 3 pressed down (it doesn't slow you down) and listen for the 'missiles cycled' noise. As soon as an opponent pops up in front of you, let loose the Flock Missiles and watch that opponent spin out.

RACING AGAINST SKY SLICER

The best place to be against Sky Slicer is in a chase position, just behind it as its weapons fire forward only. Blast Sky Slicer just after a boost ring where it'll be forced to rely on its terrible acceleration while you zoom ahead. If you spot Sky Slicer behind you, look for a different path through the course so you aren't the target of Pidgeon Flock Missiles.

PERFORMANCE MODS

KATAR WING

+5 Top Speed, +5 Handling

ZERO FRICTION PLATE

+150 Armor, +5 Weight

DOUBLE EDGE HULL

+10 Handling

SAI WING SHELL

+5 Top Speed, +10 Acceleration

SPECIALTY MODS

SCREAMSTREAM THRUST

+10 Handling

UNI-FUSION BOOST

+10 Top Speed

TWIN JET TURBOS

+5 Top Speed, +10 Acceleration

TRI-JET THREAT

+150 Armor

HORN OPTIONS

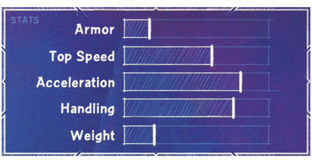
Cloud Reverberator

Electro Listener

Sky Vehicles

Stealth Stinger

STATS



Weapon And Shield Upgrade Costs

SLOT	COST
1st	200
2nd	250
3rd	300
4th	350
5th	400

Attacks

Canopy Piercer	Press and hold **Attack 1** to rapidly fire acorns into the sky.
Forest Fog	Hold **Attack 3** to become stealthed! Your shields will slowly recover while stealthed.

USING STEALTH STINGER

Forest Fog slows you down and depletes the ammo bar quickly. Consider it a way to slowly restore lost shields, not sneak around the track. Tap Attack 3 when you're damaged and have energy to spare. Each tap restores one bar of shielding.

Canopy Piercer acorns don't inflict much damage individually, but they combine a high rate of fire with smart targeting. When you're tailing a pack, target a vehicle in the middle and hold down Attack 1. Without any other input from you, acorns jump between targets, even as they try to maneuver to safety.

RACING AGAINST STEALTH STINGER

Stealth Stinger is dependent on Ammo Pods. It doesn't have great top speed and its abilities are energy hogs. If you can get ahead and pick up Ammo Pods before Stealth Stinger reaches them, you should be in good shape. Canopy Piercer has a hard time shooting down vehicles with any shielding left. Individual acorns don't do enough damage.

PERFORMANCE MODS

LEAF CUTTERS

+10 Top Speed

PINE CONE ROTORS

+10 Handling

PETAL PADDLES

+10 Acceleration

LACQUERED COAXIAL

+150 Armor, +5 Handling

SPECIALTY MODS

WAXED WOOD PLATES

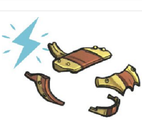
+10 Top Speed

ACORN ARMORING

+300 Armor

BRIAR PATCHING

+10 Handling



HARDWOOD SHIELDING

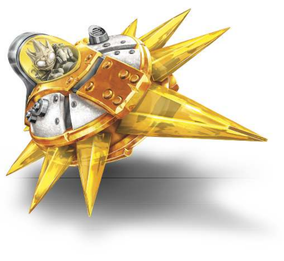
+150 Armor, +5 Weight

HORN OPTIONS

Woodland Tune

Bramble Blare

Sky Vehicles
Sun Runner



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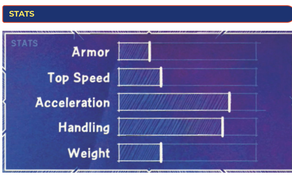


Weapon And Shield Upgrade Costs

SLOT	COST
1st	200
2nd	250
3rd	300
4th	350
5th	400

Attacks

Light-Matter Laser	Tap **Attack 1** to fire a laser as hot as a thousand suns!
Satellite Support	Tap **Attack 3** to perform a laser sweep that reveals the health of all enemies.

USING SUN RUNNER

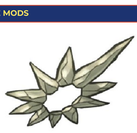
If you're used to the zippier Air Element Vehicles, your first trip in Sun Runner will come as a shock. It's easily the slowest Sky Vehicle. Sun Runner requires solid planning if you want to ride it to victory.

Light-Matter Laser can be a devastating weapon. Hold down Attack 1 to track whatever it hits, although it drains your ammo bar quickly. Satellite Support is invaluable in debris-filled areas. If you lose track of the other racers, use Satellite Support to bring up their health bars, which appear whether you can see the other racers or not. Use the health bars to prioritize your targets.

RACING AGAINST SUN RUNNER

Speed is obviously Sun Runner's primary weakness. Your concern isn't passing Sun Runner, it's maintaining your lead. Fortunately, Light-Matter Laser announces its presence plainly. It's hard to miss a ruby red beam whether it strikes you or not. As soon as you notice it, dive or climb to throw off Sun Runner's aim.

PERFORMANCE MODS



STAR CRYSTALS

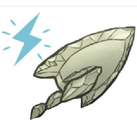
+150 Armor, +5 Handling

LASER ARRAY

+10 Acceleration

PLANETOID MOVER

+300 Armor, -5 Handling



METEOR CRUX

+10 Top Speed

SPECIALTY MODS

SHUTTLE DOME

+150 Armor, +5 Acceleration

REFRACTING PRISM

+10 Acceleration, +5 Handling, -5 Weight

SOLAR FLARE BLOCKER

+300 Armor

CRYSTALLINE COVER

+10 Top Speed, +10 Acceleration, -10 Weight

HORN OPTIONS

Noisy Nebulizer

The Little Bang

Improving Your Skylanders and Vehicles

Introduction

As a Portal Master, one of your primary tasks is improving your Skylanders and their Vehicles so they can stand up to their enemies. This chapter covers the many facets and methods of improving and customizing both.

When a Skylander and his or her special vehicle are active at the same time, they become SuperCharged! SuperCharged Skylanders and Vehicles crackle with blue energy, have increased health, and have 10% stronger attacks.

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Improving Your Skylanders and Vehicles

Leveling

Whenever you defeat an enemy and claim some treasures, tiny XP orbs appear. When your Skylanders absorb these orbs, they gain experience and get closer to leveling up. You can see how close your Skylander is to leveling up by examining the XP Bar just below their health.

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Improving Your Skylanders and Vehicles

Stats

Each Skylander has five Stats: Maximum Health, Speed, Armor, Critical Hit, and Elemental Power. Maximum Health is the only stat that increases when your Skylander gains a level. Elemental Power increases when you add Skylanders of the same Elemental type to your collection.

MAXIMUM HEALTH

This is your Skylander's most important statistic. Whenever their health reaches zero, they are knocked out and you must place another Skylander on the portal.

SPEED

This is how fast your Skylander can move around.

ARMOR

This stat reflects the amount of damage that is reduced from each enemy attack. For every three points of Armor your Skylander has, the character takes 1% less damage. So, a Skylander with 60 Armor takes 20% less damage from an enemy attack than it would normally take if it had 0 Armor.

CRITICAL HIT

This stat determines the chance a Skylander will score a Critical Hit or "crit." A crit scores 150% regular damage of an attack. The amount of Critical Hit represents the percentage of chance to land a critical hit. So a Skylander with 20 Critical Hit has a 20% chance of scoring a crit.

ELEMENTAL POWER

Throughout the Skylands, certain zones have favored elements. If you are using a Skylander of that element in one of these zones, they get bonus damage based on how high their Elemental Power is. Each point adds 1% to the bonus damage, so a Skylander with 100 Elemental Power will get 100% bonus damage in their favored zone.

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Improving Your Skylanders and Vehicles

Powers & Upgrades

SuperChargers start out with two Powers. For more details on what powers your Skylanders start out with, check out the "Meet The Skylanders" chapter. In addition to these starting powers, Skylanders can spend Gold to unlock an additional power.

The remaining Power Upgrades are all purchased from Persephone, who appears at the Skylander Academy and in some Adventure Chapters.

UPGRADE PATHS

Skylanders must also choose one of two upgrade paths. These Paths allow Skylanders to develop a power or ability. Research the paths carefully before committing a Skylander to one. You can't change upgrade paths unless you reach Portal Master Rank 74 and select the Skylander Tutor Power.

SOUL GEM ABILITY

In order to unlock their final ability, SuperChargers must find their Soul Gem. Soul Gems are won from Racing, found in Epic Treasure Chests and Random Reward Objects, collcted by using the Wishing Well in Skylander Academy, and purchased from the Academy Shop.

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Improving Your Skylanders and Vehicles

Hats

Each Skylander can wear one magic hat that provides bonuses to stats. Hats are available for purchase in the Academy's Item Shop, by using the Academy's Wishing Well, and found in Adventure mode in Epic Treasure Chests and Random Reward Objects. Use Hats to supplement your Skylander's weaker Stats. For instance, if your Skylander has low armor, look for a hat that provides additional armor! You can change your Skylander's Hat at any time via the Skylanders menu. Once you find a Hat, you can put it on as many Skylanders as you like.

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Improving Your Skylanders and Vehicles

Portal Master Powers

The rewards for increasing your Portal Master Rank are sometimes tied to the performance for Skylanders of a certain Elemental affinity. You can change your choices in the Portal Master submenu, which means you can tailor rewards to add temporary abilities to certain Skylanders. Look for more details in the Portal Mastery section of this guide.

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Improving Your Skylanders and Vehicles

Quests

All SuperChargers have three Quests to complete, which are all acquired at Skylander Academy. Buzz offers two, and completing them opens a SuperCharged Challenge from Agent 11 3/5. Completing the first quest boosts one of the Skylander's stats. The second quest increases a stat on the SuperCharger's vehicle. There's more information about the quests and their rewards in the Meet the Skylanders section of this guide.

supercharged challenges
2/54
SHOW YOUR COLORS!
Go through colored gates to earn points. Get a score multiplier by switching colors from gates to gates.
High score: ---
Back

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Improving Your Skylanders and Vehicles

Improving Your Vehicles

There are two ways to improve your vehicles permanently: upgrades and Mods.

UPGRADES

If you provide them with enough Gearbits, Sharpfin's lads will upgrade a vehicle's weapon and shields. There are five upgrades for each, and each upgrade costs an increasing amount of Gearbits. The costs for the upgrades are different depending on the vehicle. Upgrading your vehicles is vital for racing success against experienced human opponents and when you tackle Villains in special race modes.

TEMPORARY VEHICLE UPGRADE: ELEMENTAL TRAPS

When a Vehicle is in use, in either the Adventure or in a race, placing an Elemental Trap in your Portal of Power immediately fills the Ammo Bar and changes your weapons.

Your weapons become an element-based ranged attack and an exploding shield. Placing a Fire Trap, for example, changes your Attack 1 ability to fireballs, and your Attack 3 ability to a flaming shield. The effect ends after emptying the Elemental Trap's ammo bar.

MODS

Mods are the primary way to customize Vehicles. There are always Mods in Red Toolboxes found throughout the Land, Sea, and Sky Vehicle sections in the Adventure. Mods are also earned through completing Race Modes.

Use the blueprint screen for a preview of what statistical changes occur when mods are applied to a vehicle. While playing as a SuperChargers Skylander, speak to Sharpfin's crew to swap active mods on your vehicle. You can also swap Mods on the fly during Land, Sea, and Sky Vehicle sections in the Adventure.

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Villainous Drivers and Their Vehicles

Overview

These Villains become available for use after you successfully complete the Boss Pursuit challenge on a track. For more information about Boss Pursuit, check out the "Racing" section later in this guide. Villains can race on any of the tracks of the same type (Land, Sea, or Sky) where you caught them. The Kaos Trophy unlocks Kaos for any Sky track. You never need to defeat him in a Boss Pursuit to make him available for use.

Unlike SuperChargers, Villains and their vehicles are not interchangeable. When you choose a Villain, you also choose their vehicle automatically. There are no mods to change the performance on the following vehicles but their attacks change when a Trap is placed in the Portal of Power. In addition, there are no weapon or shield upgrades to purchase. They are maxed out as soon as you obtain them.

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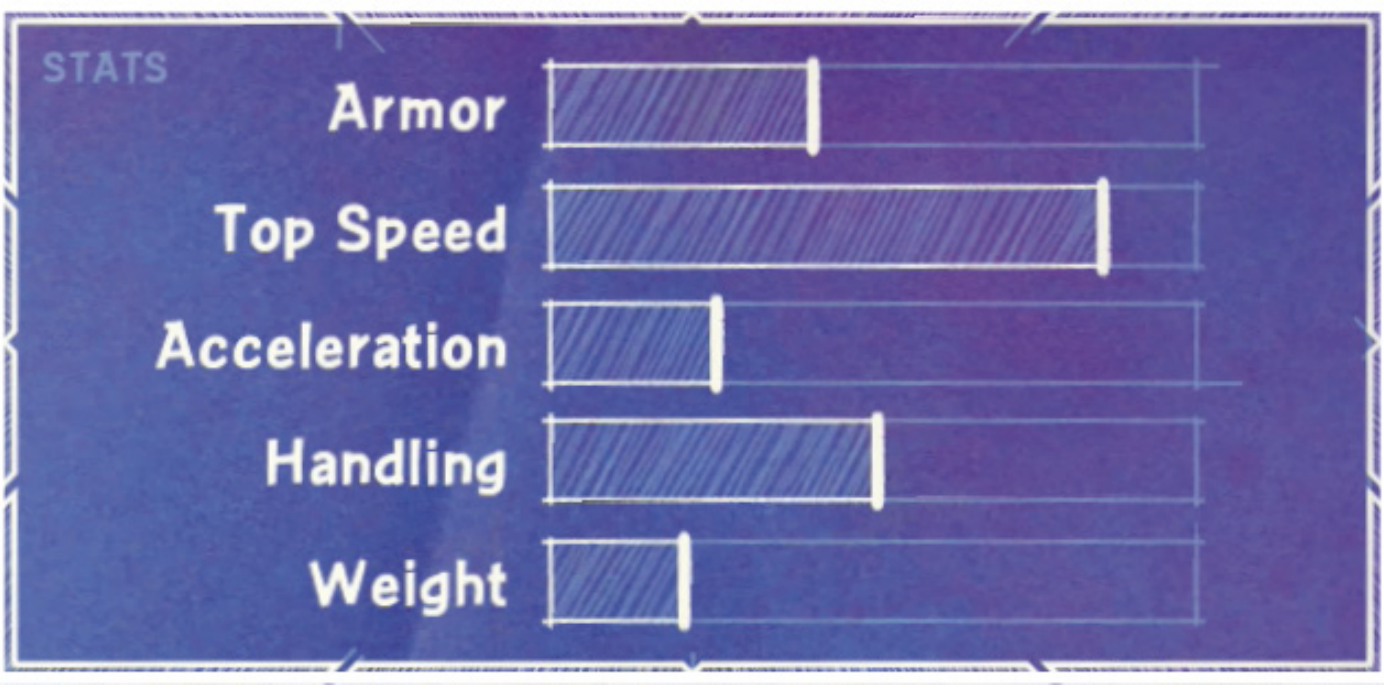
Villainous Drivers and Their Vehicles

Doom Jet and Kaos

Attacks

Doom Energy Ball of DOOM	Tap **Attack 1** to fire a doom energy ball. Hold **Attack 1** to charge your DOOM!
Invincible Doom Dash of DOOM	Hold **Attack 3** to enter an ultimate DOOM dash and be invincible for a while!



USING DOOM JET AND KAOS

Doom Energy Ball of DOOM has three levels of charges, starting at blue, going to purple (double damage), and finally to violet (triple damage). You can keep one charged at all times but it blocks your view and prevents you from using Doom Dash.

Invincible Doom Dash of DOOM is a quick burst of speed and invulnerability. Use it liberally when you're trying to get to the front of the pack. When you're in the lead, save it until someone has a weapon lock on you.

RACING AGAINST KAOS AND DOOM JET

Keep Kaos from getting too many Magic Item Boxes. A fully-charged Doom Energy Ball hits hard enough. It doesn't need the boost from Powered Pods. There's a short delay between consecutive uses of either of his abilities, so save your attacks for just after a Doom Dash. Watch for a purple glow to know when Doom Dash is in use.

Unlocked	Place Kaos Trophy
Kaos's Health	1,600

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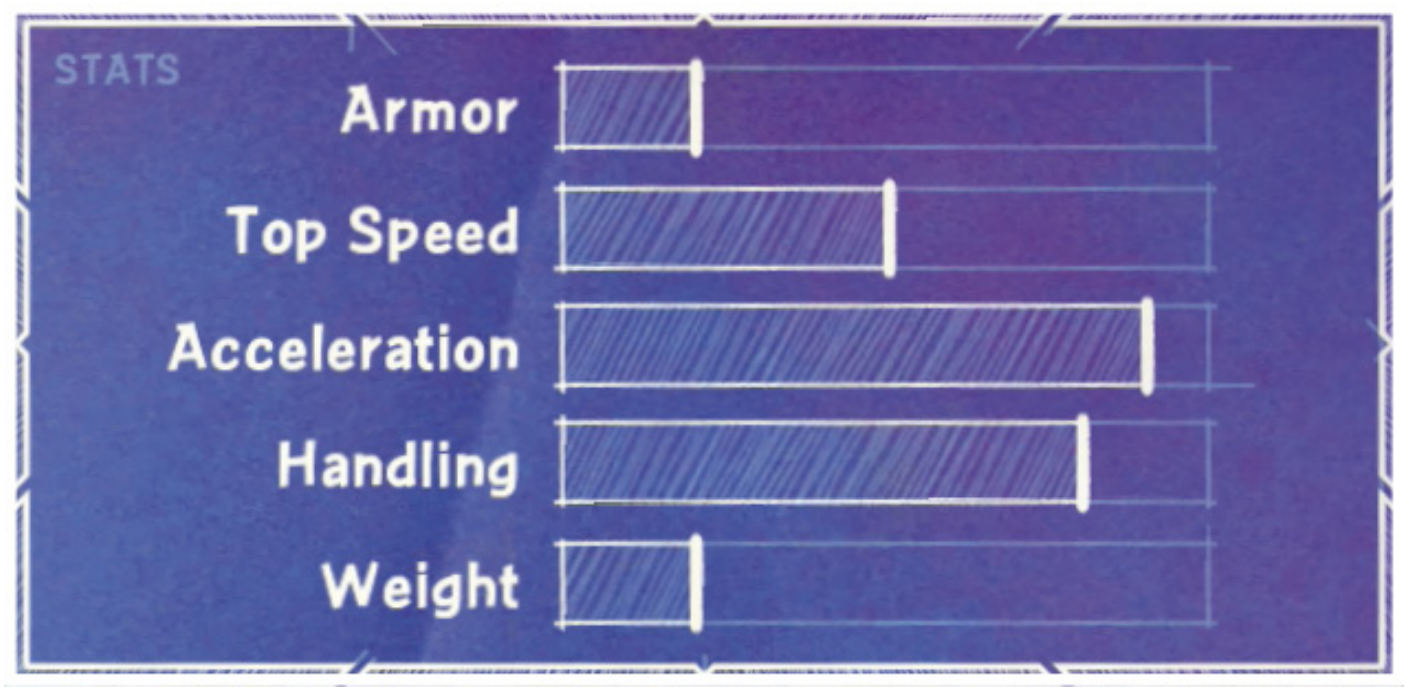
Villainous Drivers and Their Vehicles

Chompy Buster and Chompy Mage

Attacks

Chompy Bola	Press **Attack 1** to fire a Chompy Bola that bounces between enemies!
Chompy Ball	Press **Attack 3** to fire big chompy balls! Chompy POWER!



USING CHOMPY BUSTER AND CHOMPY MAGE

Chompy Bola can cause problems in racing packs. If you're outside the pack, aim for a car in the middle and watch the damage numbers pile up. Since Chompy Bola stays close to the ground, you don't need to be too concerned with aiming. It's better if you have a target lock but you can fire off a bola when someone's in front of you and you're aiming in the right general direction.

Chompy Ball is primarily a short-range ability. A cluster of Chompy Balls is released in every direction, and a single, slightly larger Chompy Ball is lobbed ahead. Chompy Ball is mainly a defensive ability when you're in a crowd or someone is trying to push you around. However, it has slightly better single-target damage than a Chompy Bola, so if you get a target lock on a racer who's not too far ahead, use Chompy Ball.

RACING AGAINST CHOMPY BUSTER AND CHOMPY MAGE

If you want to muscle Chompy Mage out of the way, get in with one hit and zip past him. Unless your vehicle has a shield or similar ability, you'll take damage from Chompy Ball quickly; it doesn't have much of a cooldown. If he's in your rearview, don't get caught up in a pack of racers.

Unlocked	Defeat at Chompy Garden
Chompy Mage's Health	950

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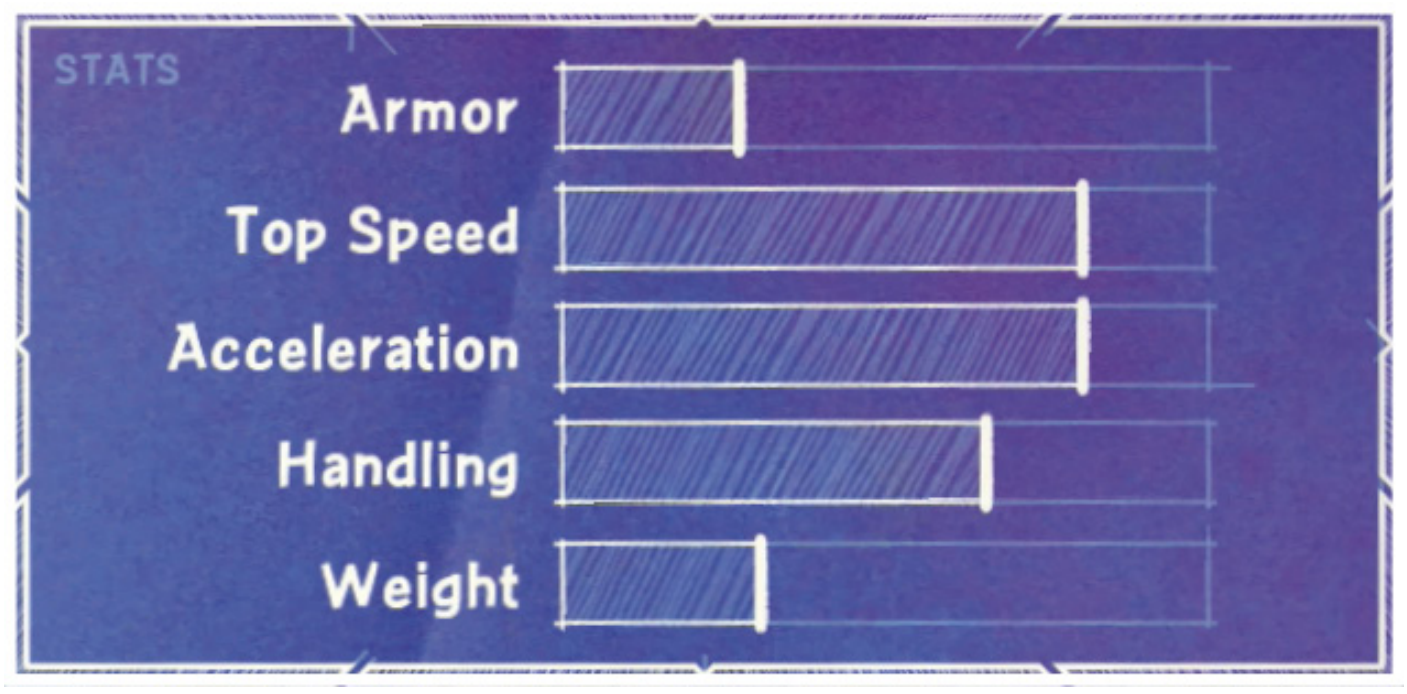
Villainous Drivers and Their Vehicles

Scale Biter and Dragon Hunter

Attacks

Purple Fire	Hold **Attack 1** to shoot powerful purple fire!
Dragon Bone	Press **Attack 3** to throw your vehicle a bone and gain a speedboost! Don't forget to pick it up.



USING SCALE BITER AND DRAGON HUNTER

Purple Fire fires an arc of purple flame that piles damage on quickly, but it also makes it difficult to see your target. It's more effective in stretches of straight track since turning throws off your aim quickly.

Dragon Bone has two chances at both a speed boost and damaging opponents. When you send out a Dragon Bone, Scale Biter flashes purple and gets a speed boost. Enemies nearby the flash of purple take damage. Enemies hit by the bone, or who run over the bone, take damage. If Scale Biter reaches the bone on the ground first, it gets a second speed boost.

RACING AGAINST SCALE BITER AND DRAGON HUNTER

Either pass wide, or stay back from Scale Biter and spin it out before attempting to pass. Depending on your armor and health, you may want to run over the glowing purple bones Dragon Hunter tosses ahead of himself, to deny him a second speed boost from picking them up.

Unlocked	Defeat at Dragon Spine
Dragon Hunter's Health	1,250

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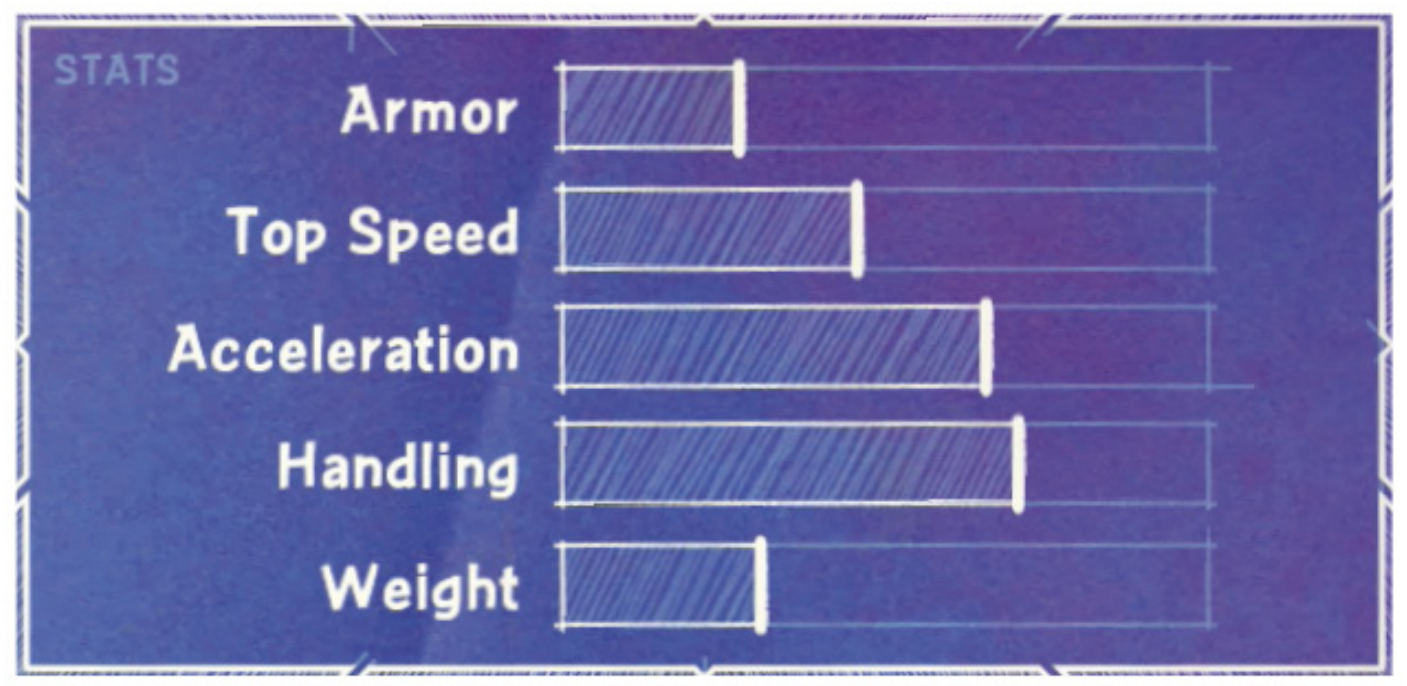
Villainous Drivers and Their Vehicles

Spirit Dragster and Count Moneybone

Attacks

Machinegun	Hold **Attack 1** to fire the Count's special machinegun!
Ghostly Explosions	Press **Attack 3** to cause massive explosions around your vehicle!



USING SPIRIT DRAGSTER AND COUNT MONEYBONE

Machinegun bullets do not cause much damage individually but the weapon's rate of fire makes up for that. The good news is that you don't need to aim it much, you need a target in front of you that isn't too far away.

Ghostly Explosions pop up around your vehicle so long as it is in motion. The weapon anticipates movement by firing a few car lengths ahead. By the time it lands, Spirit Dragster will be in the same spot. It's a tricky ability to put to use properly.

RACING AGAINST SPIRIT DRAGSTER AND COUNT MONEYBONE

Stay wide of Spirit Dragster when passing to avoid Ghostly Explosions. Machinegun requires some time to accumulate damage on any single target, meaning you should have time to use the environment or other races as shielding before you need to worry about spinning out.

Unlocked	Defeat at The After Party
Count Moneybone's Health	900

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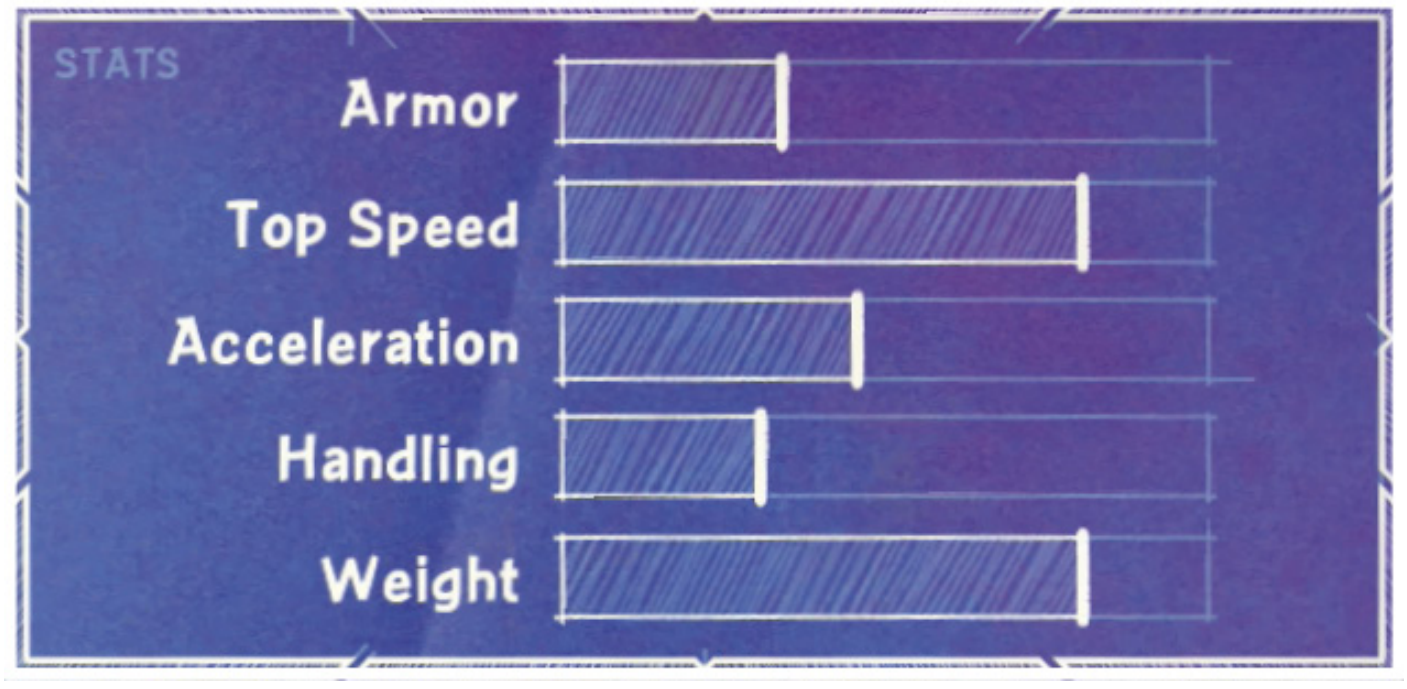
Villainous Drivers and Their Vehicles

Steam Roller and Glumshanks

Attacks

Big Missile	Press **Attack 1** to fire a big missile! Better watch out!
Junk Mine	Press **Attack 3** to drop a junk mine that explodes on contact!



USING STEAM ROLLER AND GLUMSHANKS

While Steam Roller is a bit on the lumbering side (heavy with iffy Handling and Acceleration) it's a dangerous vehicle due to its weaponry and Glumshanks' large health pool. Big Missile doesn't do anything fancy, but it has considerable range (just get a target lock first) and can be fired rapidly.

Junk Mine is one of the best abilities for holding a lead once you get it. Drop mines in front of Magic Item Box locations, atop boost pads, and anywhere there's little room to maneuver.

RACING AGAINST STEAM ROLLER AND GLUMSHANKS

If you end up behind Steam Roller, be careful about following your normal route through a track. You'll likely find Junk Mines placed in spots you want to go. Hang back to give yourself time to react to their placement and pass at wider parts of the track where you have enough room to pass safely.

Unlocked	Defeat at Temple of Arkus
Glumshanks' Health	1,400

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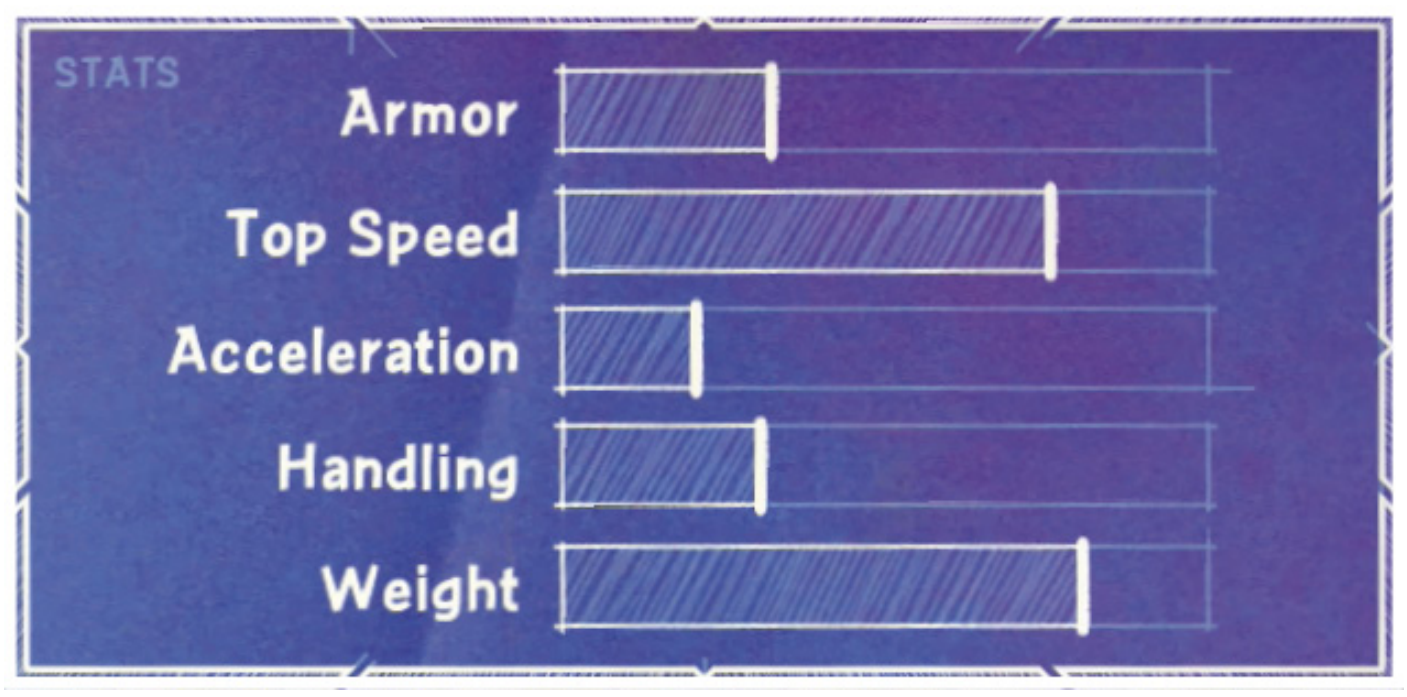
Villainous Drivers and Their Vehicles

Glitter Glider and Golden Queen

Attacks

Golden Scarab	Press **Attack 1** to shoot a mighty golden scarab!
Glitter Shield	Hold **Attack 3** to gain a speed boost and a glitter shield!



USING GLITTER GLIDER AND GOLDEN QUEEN

Your goal in competitive races is to pick up as many Ammo Pods as possible so you can put Glitter Shield to use. Unlike other speed boosts, Glitter Shield lasts as long as you hold down Attack 3 and Golden Queen has Ammo Bar to spare. When you pick up Powered Pods, Attack 3 should be down until the power up fades.

Golden Scarab is a serviceable missile attack but outside of picking off someone ahead of you with low health, you're better off saving Ammo Bar for Glitter Shield. Fortunately using Glitter Shield locks out Golden Scarab, otherwise fistfights might break out over who gets to use Golden Queen.

RACING AGAINST GLITTER GLIDER AND GOLDEN QUEEN

Keep Golden Queen from collecting Ammo Pods! Glitter Glider isn't quick and doesn't handle all that well but when you have one ability that makes you go faster and resist attacks at the same time, it doesn't matter so much. Deny Glitter Glider access to that ability and you're halfway to winning.

Unlocked	Defeat at The Golden Temple
Golden Queen's Health	1,000

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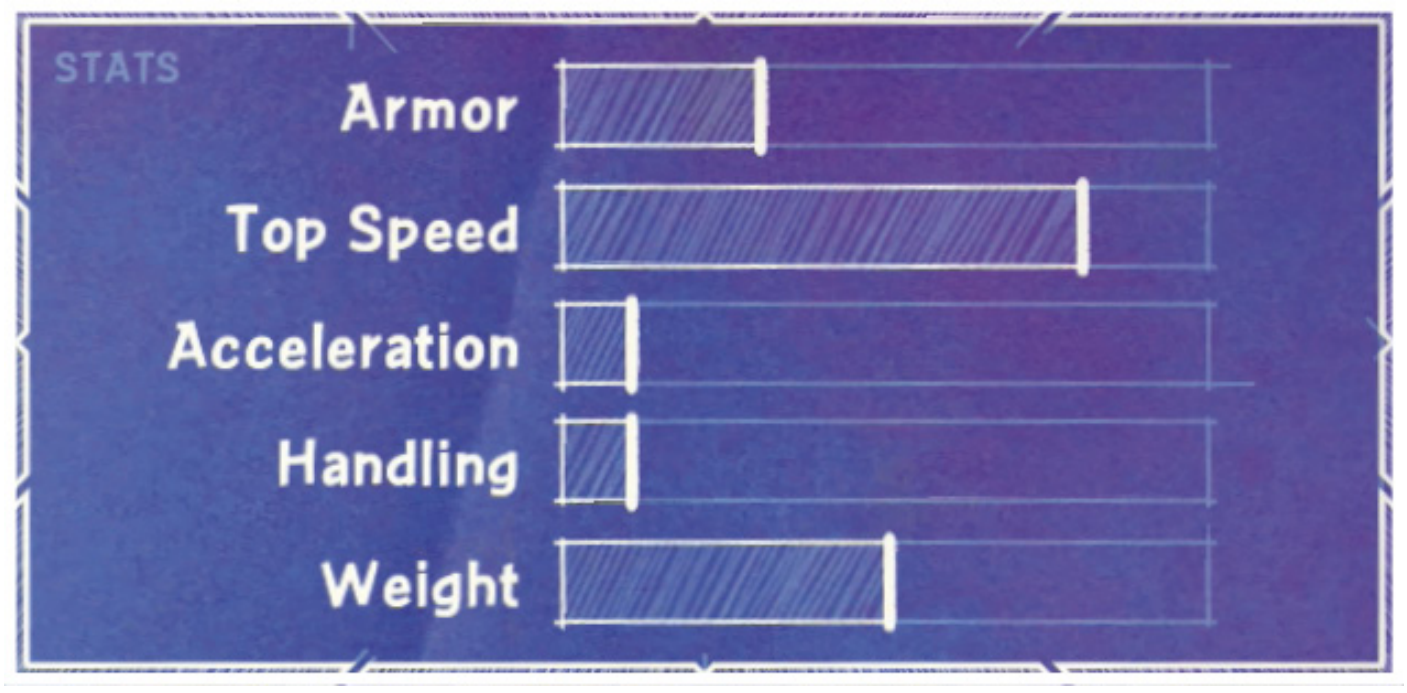
Villainous Drivers and Their Vehicles

The Lil' Phantom Tide and Captain Frightbeard

Attacks

Elemental Swords	Press **Attack 1** to shoot elemental swords! Yarr!
Phantom Tide Cannon	Press **Attack 3** to fire the Phantom Tide's cannons!



USING THE LIL' PHANTOM TIDE AND CAPTAIN FRIGHTBEARD

Elemental Swords is a long-range, multi-colored, rapid fire cutlass toss. Each button press is a single sword throw but you don't need to wait on one to hit before you launch the next.

Phantom Tide Cannon, unfortunately, refers to the Lil' Phantom Tide's weapons, not those on Captain Frightbeard's much larger flagship. It fires in a tight arc in front of the prow, but lacks the range of Elemental Swords. It does hit multiple targets for much higher damage than Elemental Swords.

RACING AGAINST THE LIL' PHANTOM TIDE AND CAPTAIN FRIGHTBEARD

The Lil' Phantom Tide has poor handling and is easily pushed around. You're safe coming up from the rear and a well-timed nudge in a corner can cause big problems for Captain Frightbeard. To pass safely, stay wide. Phantom Tide Cannon is powerful but its range is limited.

Unlocked	Defeat at Tropic Plunder
Captain Frightbeard's Health	1,250

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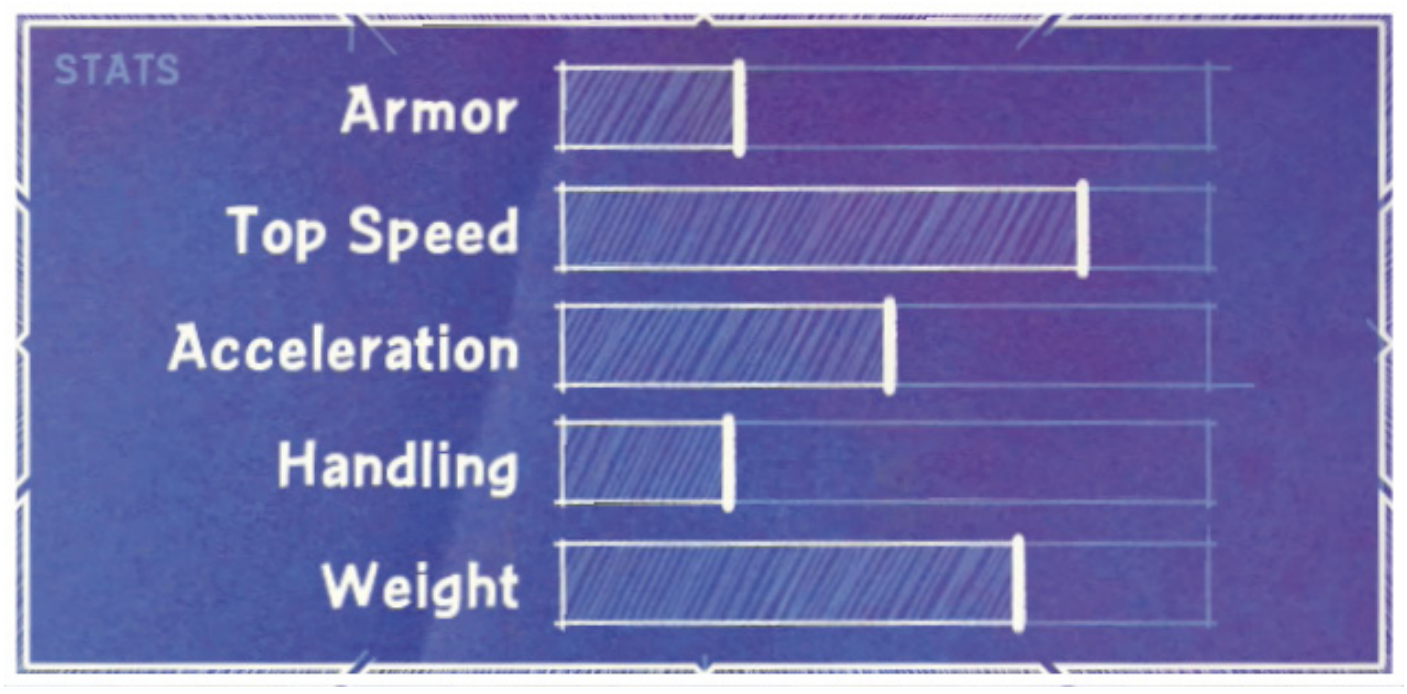
Villainous Drivers and Their Vehicles

Rune Slider and Spellslamzer

Attacks

Runes	Press **Attack 1** to fire multiple runes at enemies!
Purple Electricity	Hold **Attack 3** to shock enemies with a dose of purple electricity!



USING RUNE SLIDER AND SPELLSLAMZER

Rune Slider's Handling is below average, making it difficult to recover from contact with other vehicles or obstacles on the track. Runes inflicts less than average damage with each hit but its long range and rapid rate of fire make up for that deficiency.

To punish everyone remotely close to Rune Slider, hold the Attack 3 button and watch the giant sphere of purple electricity tick away their health. Use the rear view during practice races to see just how much area this attack covers.

RACING AGAINST RUNE SLIDER AND SPELLSLAMZER

Do not let Rune Slider know you're catching up unless you can spin it out before it can unleash Purple Electricity. You'll take at least one hit while closing in and a second after you pass. Since it doesn't require aiming, clipping Rune Slider to nudge it won't make it miss.

Unlocked	Defeat at Mystical Vault
Spellslamzer's Health	1,150

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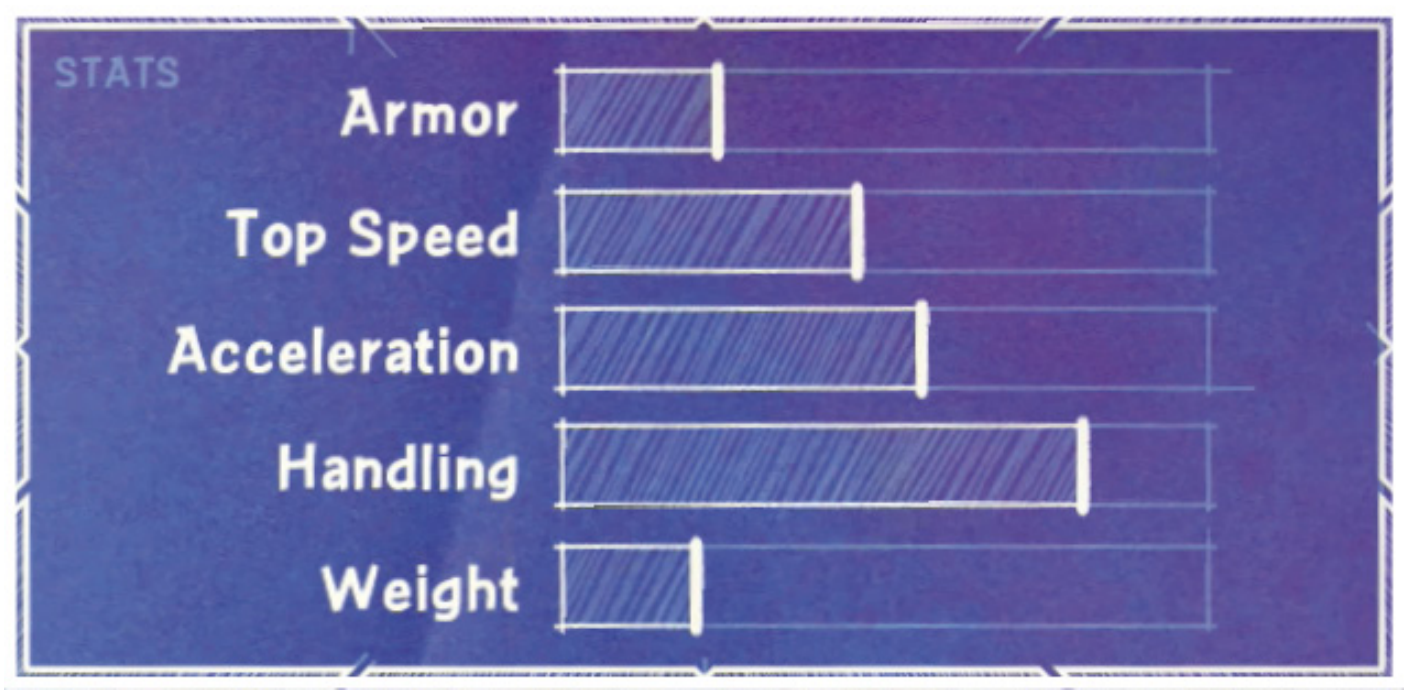
Villainous Drivers and Their Vehicles

Wave Singer and Mesmeralda

Attacks

Cursed Puppet	Press **Attack 1** to shoot a puppet that leaves a curse on its victim!
Hands of a Puppeteer	Press **Attack 3** to gain a speed boost! Pays to be a puppeteer!



USING WAVE SINGER AND MESMERALDA

Wave Singer's primary attack does an initial burst of damage and the curse ticks smaller follow-up amounts. The downside of the attack is that it won't hit anything by "accident." You must have a target lock in order for it to be effective. If you hit an already cursed vehicle, the initial damage registers again but the curse damage does not double up.

Hands of a Puppeteer's speed boost doubles as an attack.The hands that appear and swing backward push Wave Singer forward and crush anything they touch. There's a two to three second delay between uses, so you can't use this to surge ahead should you get Powered Pods.

RACING AGAINST WAVE SINGER AND MESMERALDA

The hands that emerge with the speed boost hit hard but they don't extend out much farther than Wave Singer's sides. You can avoid them by staying a boat's length away when you're passing or being passed. The best defense against Cursed Puppet is to check your rear view and duck underwater if you see Mesmeralda behind you.

Unlocked	Defeat at Frozen Fossil Festival
Mesmeralda's Health	950

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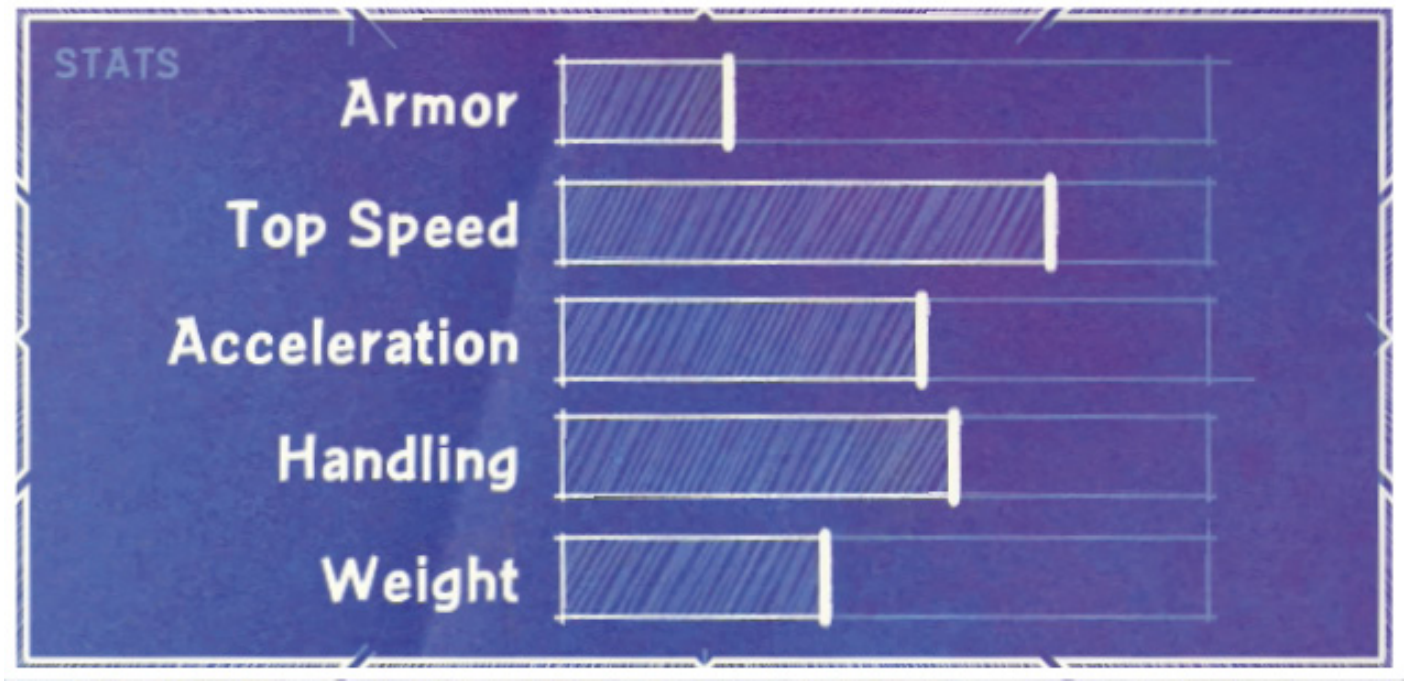
Villainous Drivers and Their Vehicles

Sky Scrambler and Cap'n Cluck

Attacks

Egg Blast	Press **Attack 1** to fire an egg that will scramble enemies!
Egg Missile	Press **Attack 3** to fire a big egg missile!



USING SKY SCRAMBLER AND CAP'N CLUCK

Egg Blast is an egg-based target-seeking ranged attack that does good damage with a quick recovery time between shots. Egg Missile, on the other hand, is something entirely new.

Don't bother targeting another racer. Even with a target lock, Egg Missile flies in a straight line. When it contacts something, a blue energy field appears. Anyone passing through the field takes damage. The field isn't large, so pick your spots carefully. Aim for boost rings, narrow spots in the track, and around Magic Item Boxes.

RACING AGAINST SKY SCRAMBLER AND CAP'N CLUCK

Egg Blast is a concern only when you're leading Cluck, but you need to be aware of Egg Missile at all times. Learn to quickly identify and avoid the floating blue circle that comes out of an Egg Missile.

Unlocked	Defeat at Cluck's Cuckoo Nest
Cap'n Cluck's Health	910

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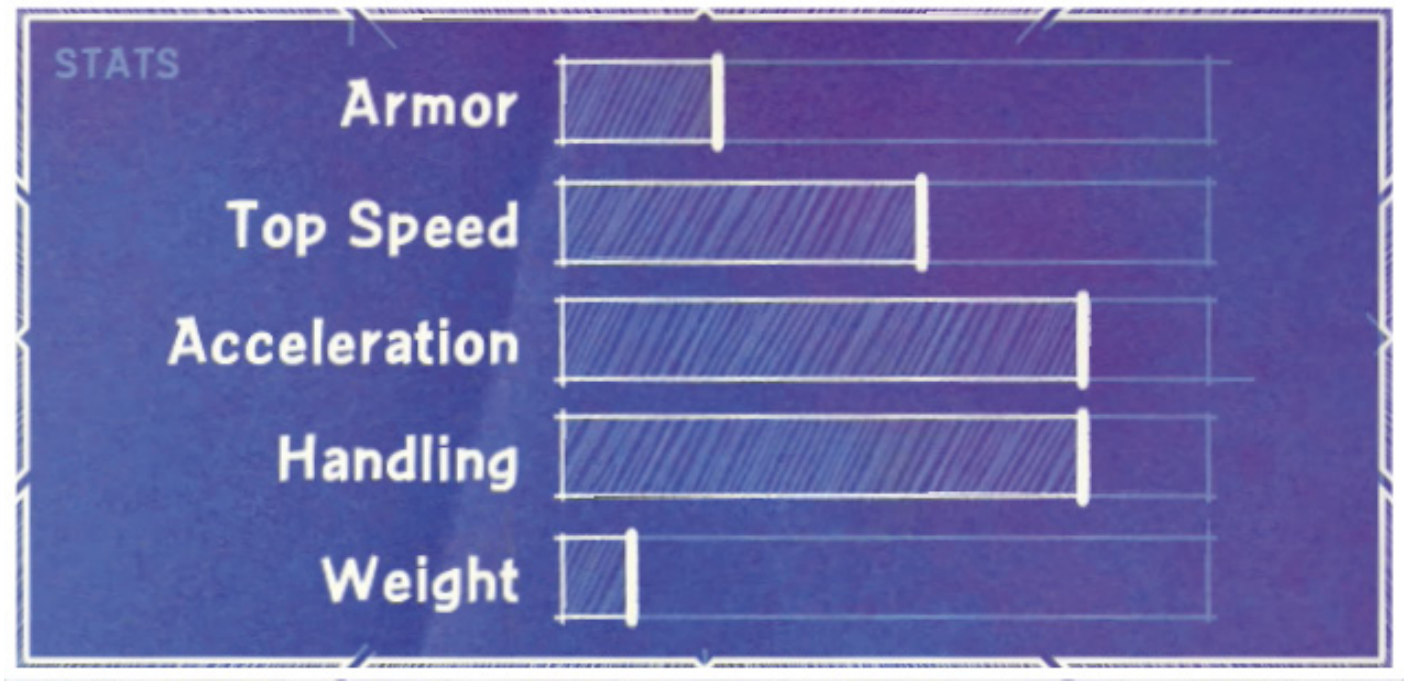
Villainous Drivers and Their Vehicles

Storm Striker and Stratosfear

Attacks

Electrical Staff	Press **Attack 1** to fire an exploding electrical staff!
Orbs of Light	Press **Attack 3** to drop orbs of light that will damage enemies on impact!



USING STORM STRIKER AND STRATOSFEAR

Electrical Staff explodes when it strikes its target, splashing damage to other opponents close to your target. However, the orange field it generates lasts less than a second so don't count on it damaging too many racers.

Orbs of Light is the attack you saw constantly during the Stratosfear Boss Pursuit. It's a great way to deter tailgating and should be put to use in front of boost rings, Magic Item Boxes, and any tight spaces.

RACING AGAINST STORM STRIKER AND STRATOSFEAR

When Stratosfear is behind you, be careful about passing other racers too closely. You don't need to be the target of Electrical Staff for it to damage your vehicle. When you're trailing Stratosfear, be ready to barrel roll at blind corners or at boost rings. Orbs of Light may be waiting for you!

Unlocked	Defeat at Cloud Factory
Stratosfear's Health	975

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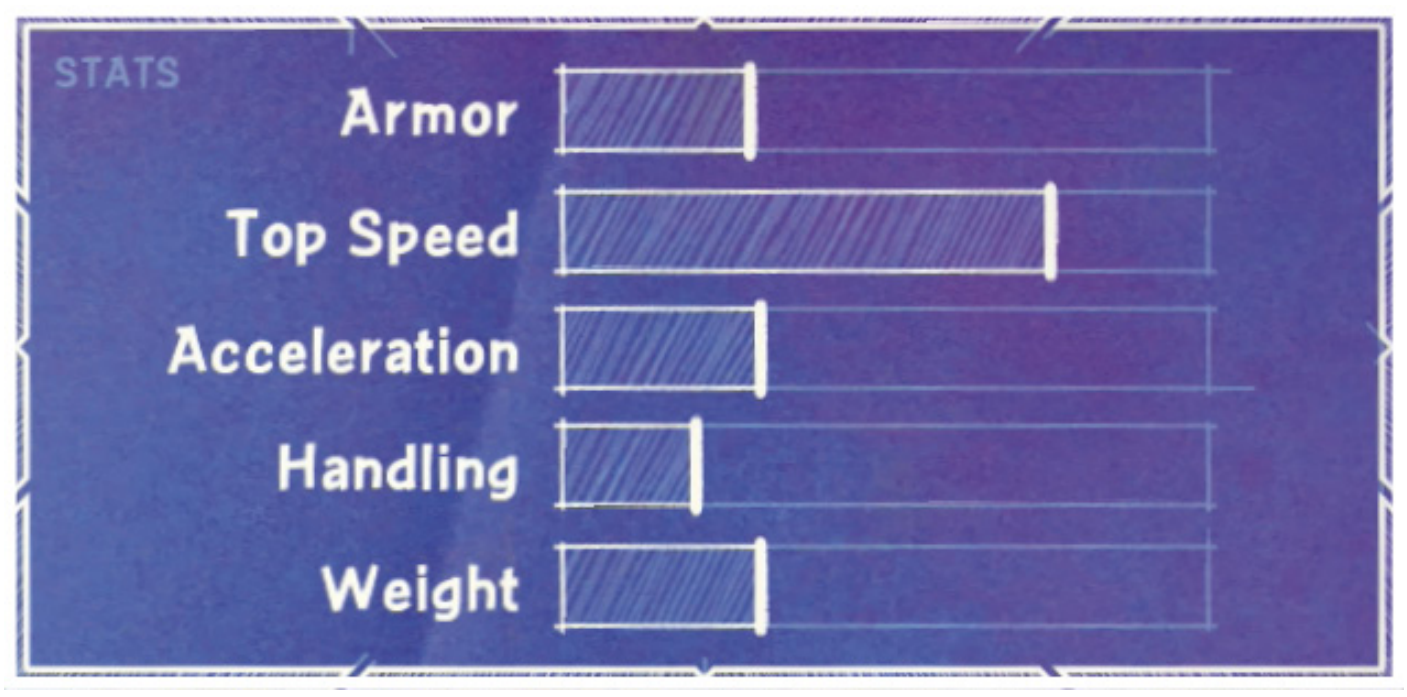
Villainous Drivers and Their Vehicles

Sub Woofer and Wolfgang

Attacks

Musical Strike	Press **Attack 1** to fire a homing musical strike!
Big Bad Speaker	Press **Attack 3** to drop a big bad speaker that damages enemies! That'll show 'em!



USING SUB WOOFER AND WOLFGANG

Musical Strike fires off four musical notes, each capable of hitting a different target. One note tracks your target, with the other three notes traveling parallel with it. Run practice laps in Easy races lagging behind packs and hitting multiple targets with Musical Strike.

Big Bad Speaker punishes opponents in two ways. First, Sub Woofer pulses as it drops a speaker. Any nearby opponent, in front or to the side or behind, takes damage. Second, the speaker floats where it's dropped and inflicts damage on anyone who gets too close.

RACING AGAINST SUB WOOFER AND WOLFGANG

Don't crowd Wolfgang unless your vehicle's armor is intact. The initial pulse from Big Bad Speaker (that surrounds Sub Woofer, not the speakers) does big damage and softens up your vehicle for follow-up Musical Strikes to spin you out.

Unlocked	Defeat at Clock Rock
Wolfgang's Health	1,050

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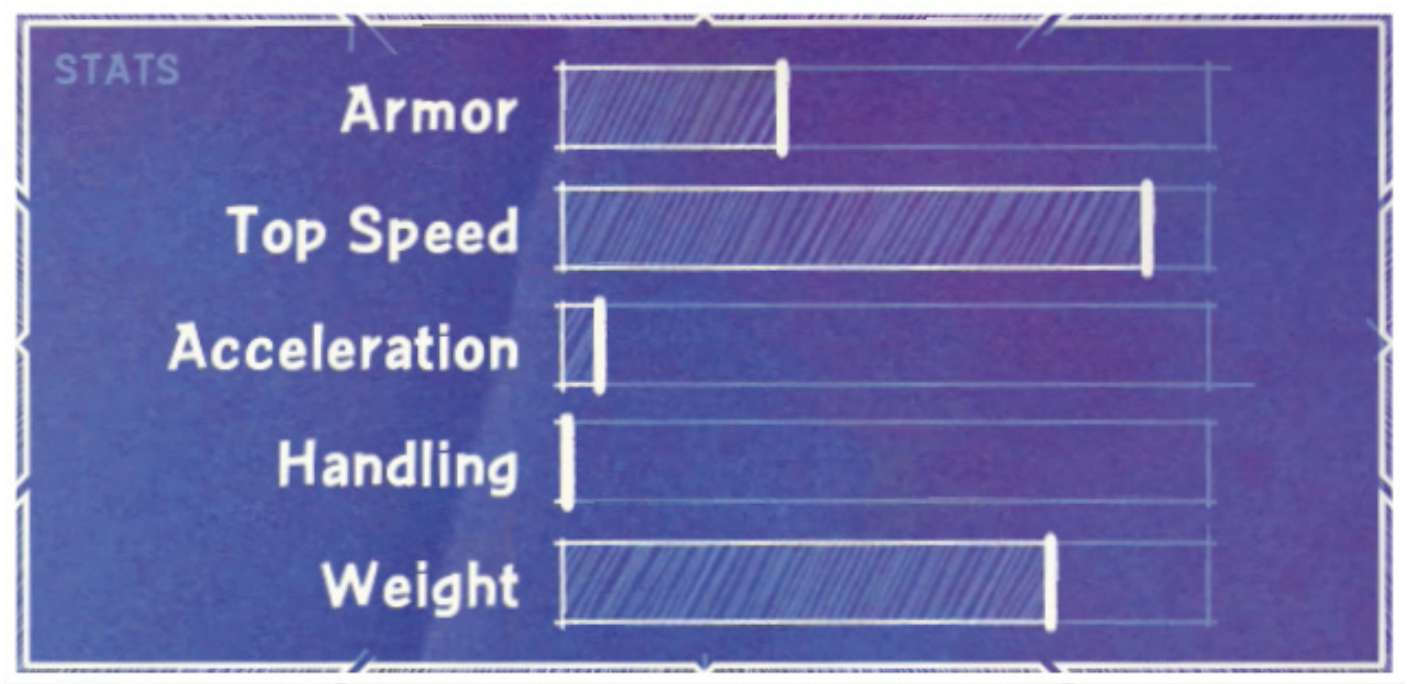
Villainous Drivers and Their Vehicles

Toaster Bomber and Chef Pepper Jack

Attacks

Pepper Missile	Press **Attack 1** to fire homing peppers full of hot sauce!
After Burners	Press **Attack 3** to gain a speed boost and leave a hazard behind!



USING TOASTER BOMBER AND CHEF PEPPER JACK

The best word to describe racing as Toaster Bomber is heavy. Where most vehicles will recoil after hitting solid surfaces, Toaster Bomber experiences an inconvenient bump that barely slows it. The downside of the heaviness is sluggish Handling and Acceleration, but Acceleration is less of an issue due to After Burners.

Pepper Missiles travel slower than other ranged attacks but do a bit more damage. After Burners leave a long, fiery trail behind Toaster Bomber with each use. Try to climb or descend to make it harder for opponents to avoid the flames.

RACING AGAINST TOASTER BOMBER AND CHEF PEPPER JACK

Toaster Bomber is a nightmare when it's ahead of you. It has a high Top Speed and you won't be able to bump it off its line. You must blast it from behind while avoiding sheets of flame it leaves in its wake. With it trailing you, your only worry is Pepper Missiles.

Unlocked	Defeat at Calamity Canyon
Chef Pepper Jack's Health	1,500

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Minions of Kaos
Introduction

Kaos has called on his old allies and enlisted a few new ones for his latest scheme to conquer the Skylands. The minions are divided into the groups related to Portal Master ‘Bane of’ abilities, though not all groups have a related ‘Bane of’ ability.

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Bugs

BEETLE BOUNCER

Beetle Bouncers have strength in numbers. On their own, they're easily dispatched with a single attack or two.

FLEA JUMPER

These pesky critters are another enemy that's dangerous only in big numbers. They use a lunging bite to attack.

COOTIE TRAP

Cootie Traps have two attacks. Most often, they set themselves and charge at enemies. Sometimes they charge up a green blob on their back and launch it.

RHINO RAMPAGE BEETLE

These monsters of the bug world dig their mandibles into the ground to lift enemies into the air and throw them away.

SNOT SNATCHER

Snot Snatchers hover in place and fire out a sticky tongue to pull in whatever it hits, then knocks away its target for additional damage.

TOXIC TUSHIE

Toxic Tushies are named for the pods they leave in the ground while they go on to perform a charging uppercut attack. The area around the pods is poisonous, so stay clear.

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Minions of Kaos

Chompies

CHOMPY

The tiny green terrors return to plague the Skylands. They attack with a lunging bite. When you see one pause, move out of the way or take a tiny amount of damage.

KING CHOMPY THE EIGHTH

King Chompy the Eighth stands above other Chompies and has the crown to prove it. Size is all he has, though. He attacks like any other Chompy.

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SKYLANDERS SUPERCHARGERS

Minions of Kaos

Cyclopes

ELECTROCLOPS

Electroclops throw electrified mines. Watch for the red rings that indicate where they're throwing their mines.

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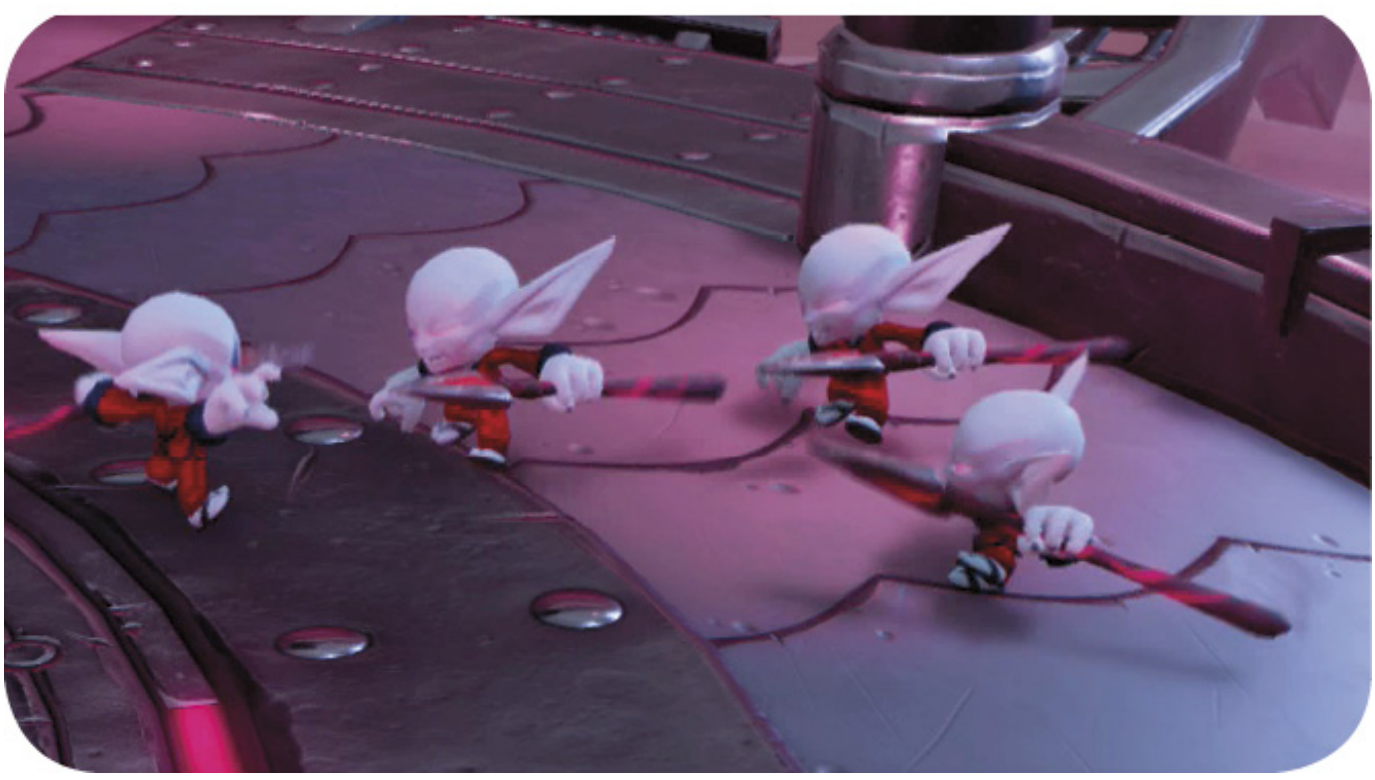
Minions of Kaos

Drow / Dark Drow

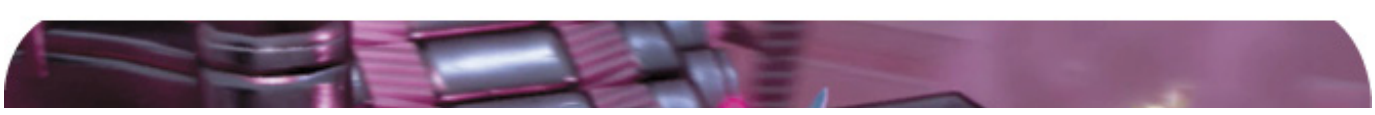
PINT-SIZED PRODDER /DARK-SHARD PRODDER

These Drow live up to their name. They're small and stab with spears.



RUSH CRUSHER / SHADE RUSHER

Watch out when these guys get into a three-point stance. They're about to charge forward while leading with a blade-arm. Dodge the attack and strike back while they're resuming the three-point stance.



Minions of Kaos
Elementals

BITNING BUG

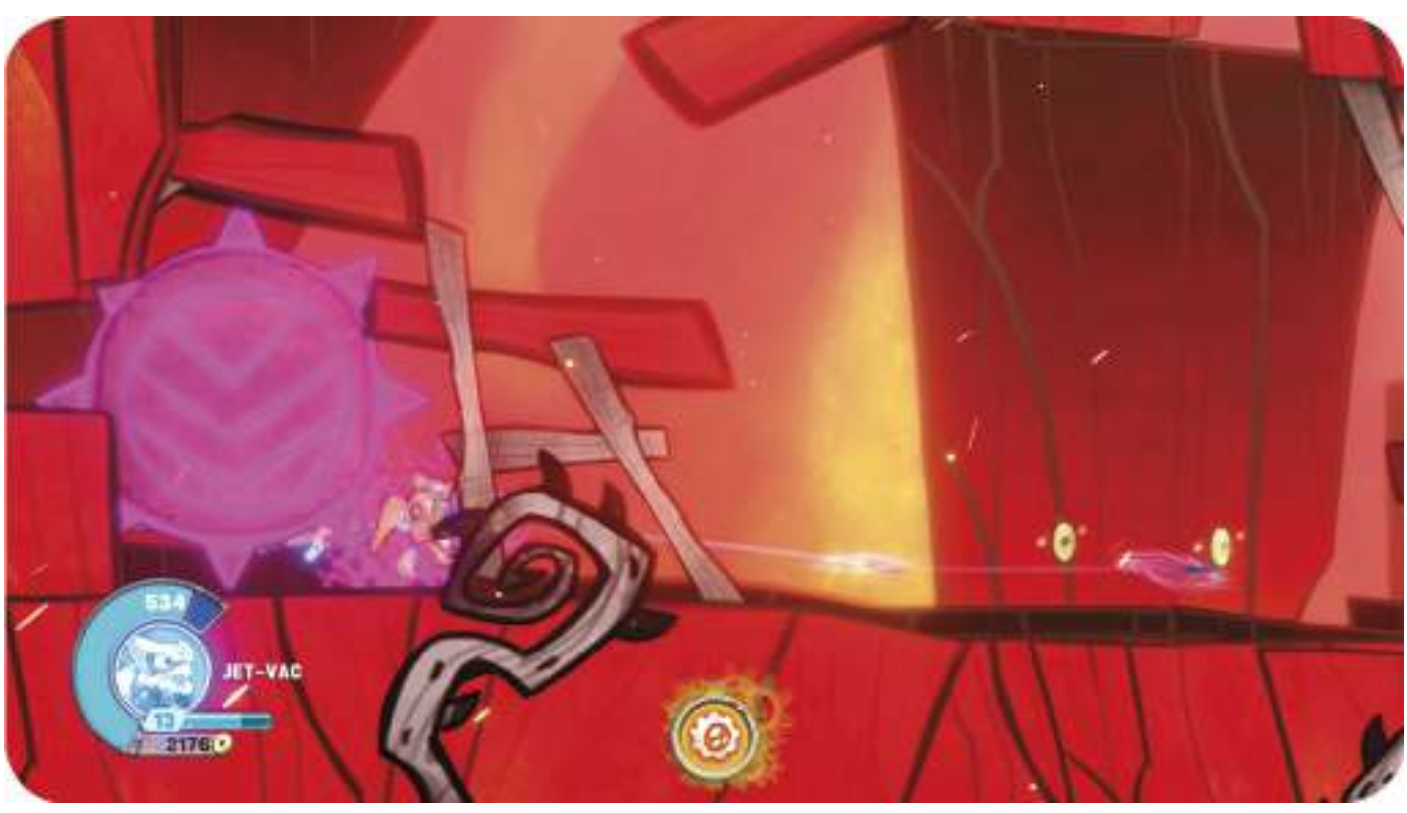
These fiery creatures dive at your Skylander and explode on contact unless you hit them with an attack first.

PAIN GLASS

A sword-and-shield melee brawler. Its attacks are a shield bash and a jab with its sword.

CREEPING DARK

Spits out tiny copies of itself. Both large and small versions are invulnerable so you must avoid touching them.



STORM SPAWNER

Storm Spawners electrify the ground in front of them in a straight line. The attack sometimes spawns Bitning Bugs as it ends.

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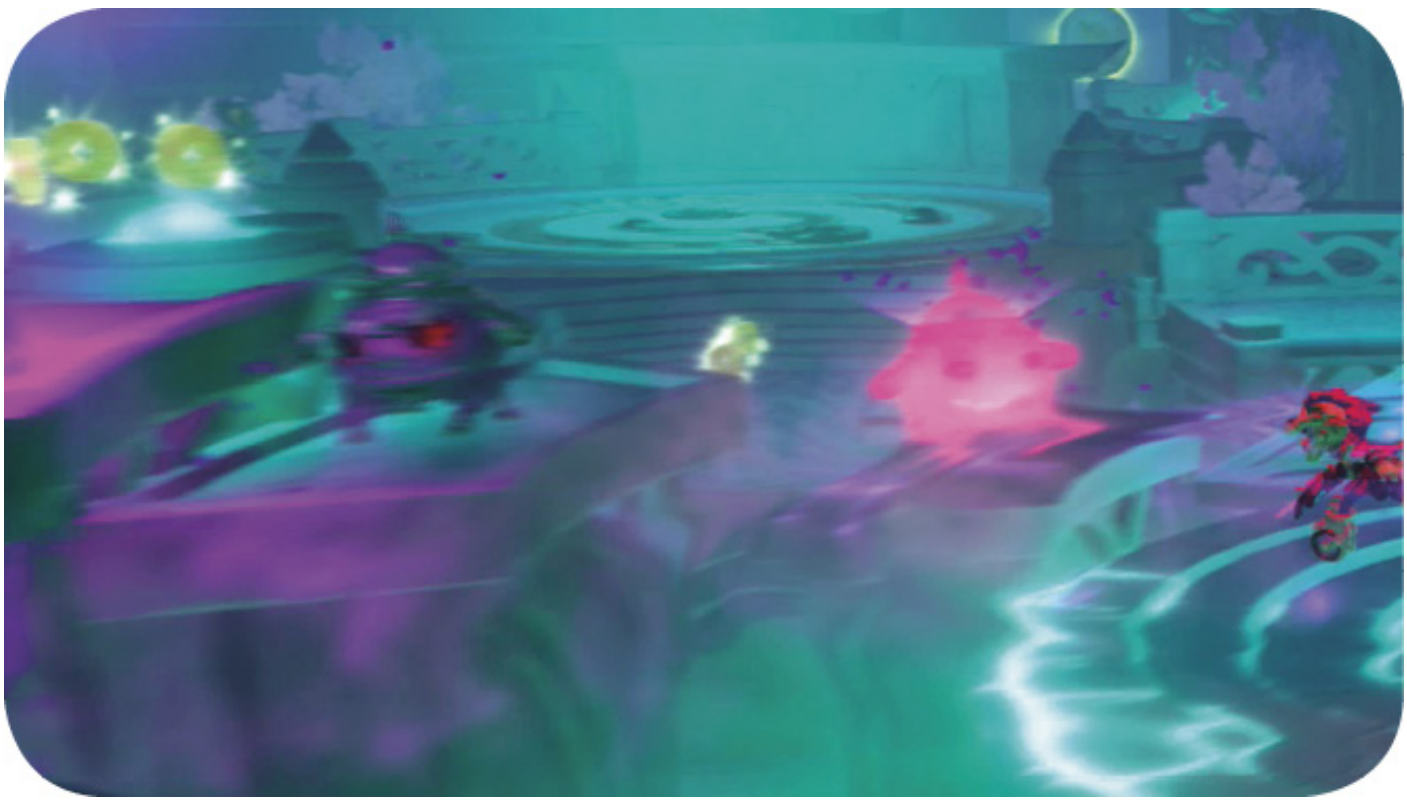
Minions of Kaos

Magnetized

CAULDRONE

Cauldrones lob blobs of goo from their head. They don't have any melee attacks, so you can safely attack them from any range.

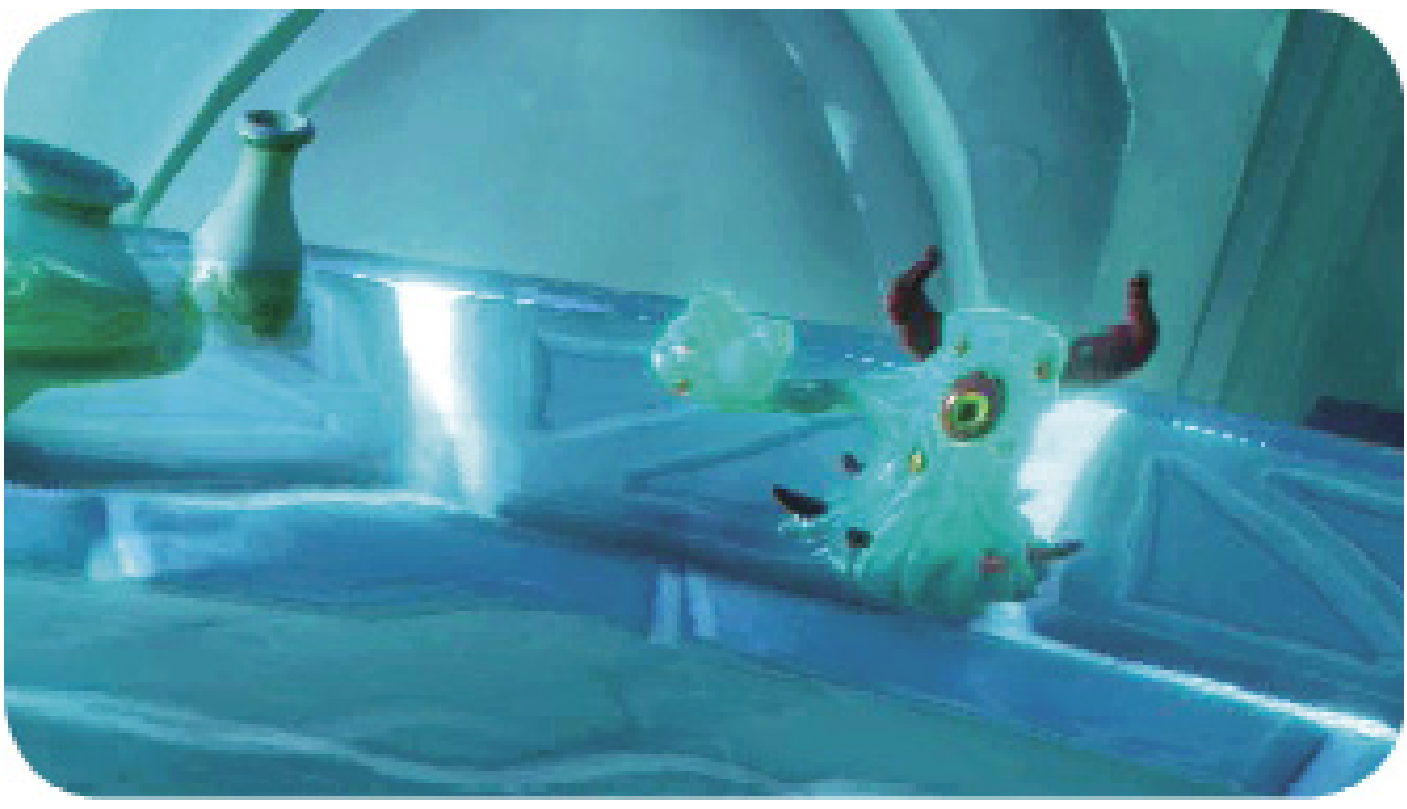


ENERGY GUARDIAN

Energy Guardians use a double clap attack when they're close. They're invulnerable when you have red magnetic energy active.

MUCK YUCK

Muck Yucks use a sticky hand on a stretchy arm to attack enemies. When the hand hits a target, the Muck Yuck pulls itself in close for a follow-up attack.



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SKYLANDERS SUPERCHARGERS

Minions of Kaos
Mechanical

BLADE SKHURT

Blade Skhurts are invulnerable while spinning. When they're grown, they become too large for their spinning cog and resort to melee attacks.

HAMMERHEAD

When Hammerheads are normal size, they slam their head into ground. When shrunk, they use a kick attack.

LIFT LOFTER

Life Lofters pull acorns from under the ground and throw them. Grow the acorns to squash the Lift Lofter.

STEAM SQUIRT

Steam Sqirts carry a bag that they use as part of a rolling attack. Grow the bag on their back to pin them down.

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Minions of Kaos
Pirates

BOMB BRAWL

Bomb Brawls stay at a safe distance and fire Grinnades from a cannon that replaced one of their hands.

GRINNADE

Ambulatory, grinning grenades. Hit them with an attack before they get too close and explode.

PIRATE HENCHMAN

Pirate Henchman wield hooks but are otherwise typical melee-based enemies. They rely on a jumping overhead attack to deal damage.

RUMBLE BRAWL

These giant pirates do a jumping clap attack that's easy to avoid but hits hard when it connects.

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SKYLANDERS SUPERCHARGERS

Minions of Kaos

Spell Punks

AIR SPELL PUNK

Air Spell Punks speed an ally with a burst of air.

FIRE SPELL PUNK

Fire Spell Punks shoot fireballs in a straight line.

LIFE SPELL PUNK

Life Spell Punks heal their allies. When they're alone, they lob a ball of magical energy at enemies.

MAGIC SPELL PUNK

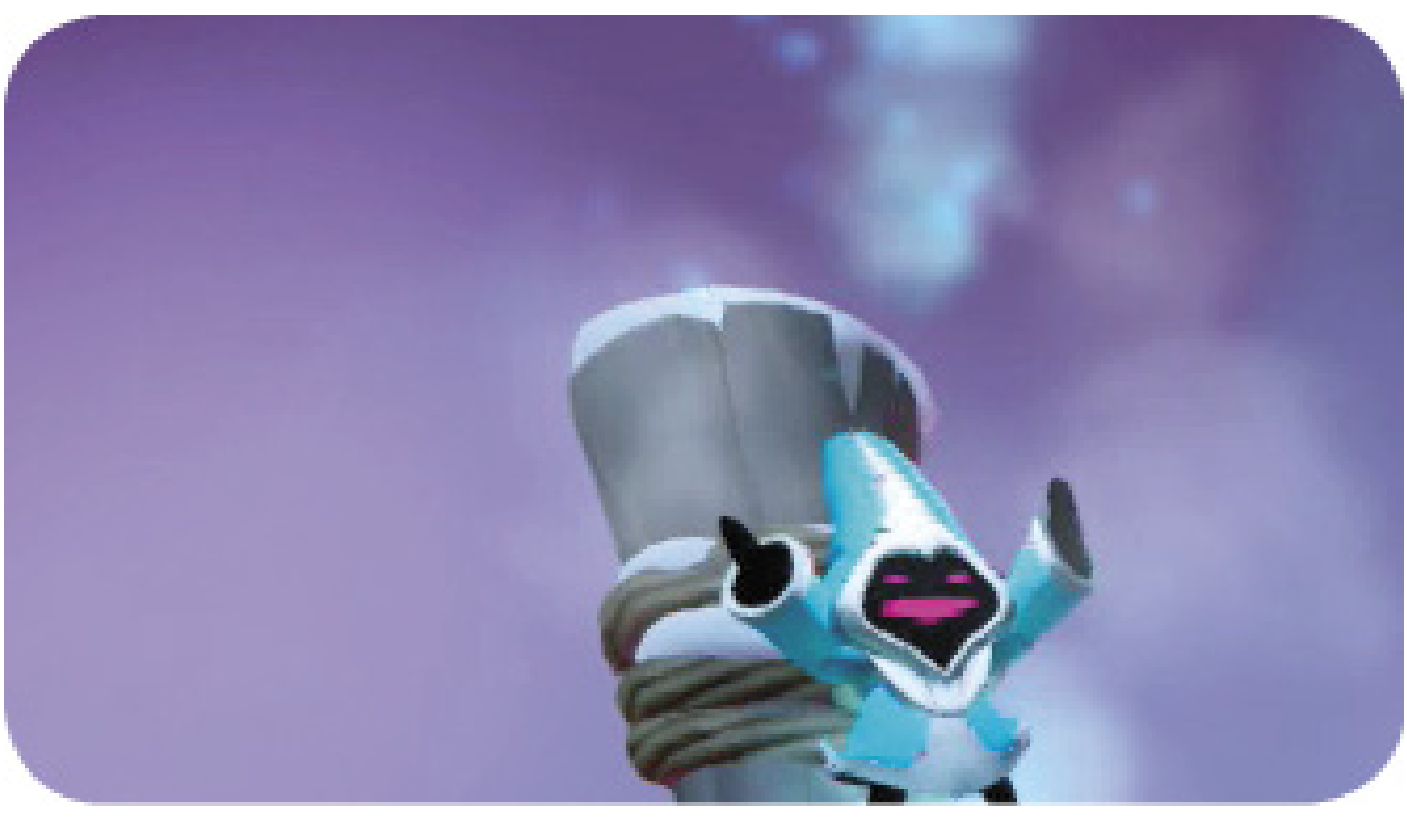
Magic Spell Punks turn one of their allies invisible.

UNDEAD SPELL PUNK

Undead Spell Punks summon Ghastly Greebles to do their bidding.

WATER SPELL PUNK

Water Spell Punks lob large snowballs at their enemies.



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SKYLANDERS SUPERCHARGERS

Minions of Kaos

Trolls

INFLATRATOR

This troll's punches have an extended wind-up but once they begin an attack, you can't stop it. When an Inflatrator inhales a cloud, it increases in size and strength.

METEO-TROLLOGIST

Watch the ground for the red rings that indicate where the Meteo Trollogist is aiming his cloud-based weapon.

RATTY RIFLEMAN

These trolls appear in large numbers but they're no match for your giant-sized Skylander.

SHIFTY STICKLER

Shifty Sticklers use a spear to attack. They have a slow wind-up before attacking, giving you time to avoid the attack.

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Minions of Kaos

Undead

BLASTER CASTER

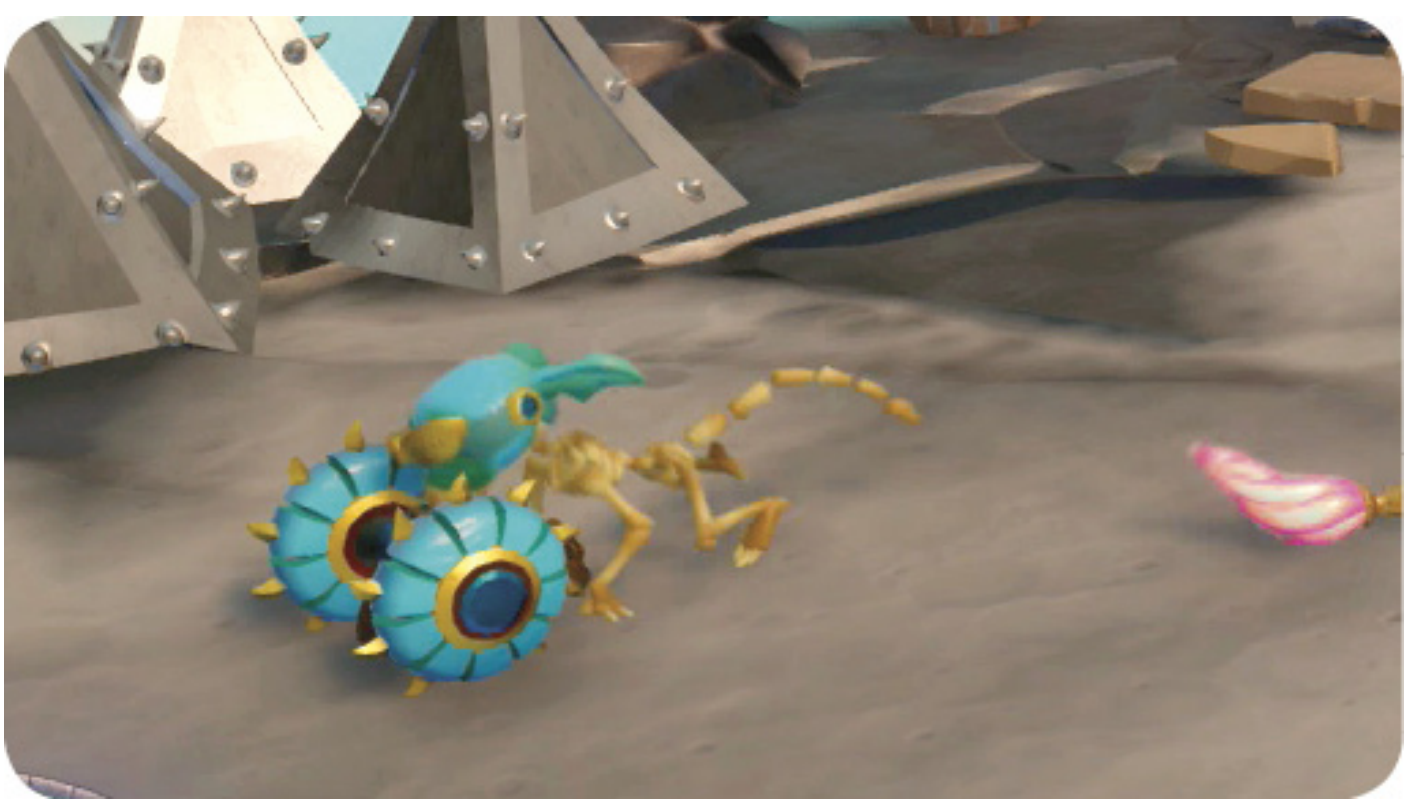
These undead creatures have a long-range attack that they telegraph by using a sighting laser. They use a red beam to acquire targets. The green beam is their attack.

BONEHEAD CHOMPY

These skeletal Chompies appear in undead areas. They wear enough armor to take an extra hit but are otherwise similar than regular Chompies.

SPIN-OFF

Spin-Offs are invulnerable while they are spinning but are dazed when they stop spinning.



SPOT BITE

Spot Bites search areas with a head-mounted searchlight. They advance slowly before suddenly leaping forward with an attack that shakes the ground and knocks back their target.

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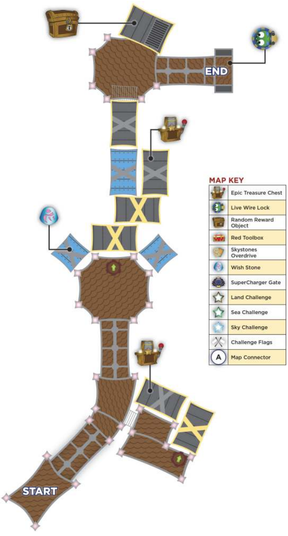
The Rift to Skylands
Chapter 1: Skylands in Chains



QUESTS

DISTRESS CALL

THE GREAT ESCAPE

SAVE THE PIT CREW

GET BACK TO THE FLEET

COLLECTIONS

EPIC TREASURE CHESTS (X5)

DISTRESS CALL: REACH SKYLANDS

You take control of a Land Vehicle as Flynn, Cali, and Hugo struggle to open a portal to Skylands. They explain the vehicle's controls and your only task is to collect as many of the Gearbits in the tunnel as possible. To increase the value of the Gearbits, Drift while driving. You know you're doing it right when the Gearbits change colors.

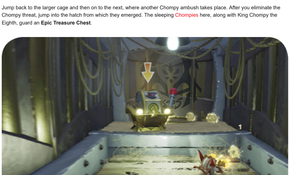
THE GREAT ESCAPE: RESCUE YOUR FRIENDS

Follow the trail of coins and use the Jump button to hop up the step. Walk down the ramp of rollers to the right. Continue until you find a Bounce Pad, marked with a green arrow.

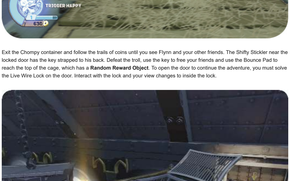
These Bounce Pads launch Skylanders higher than their regular jump. Use this Bounce Pad to reach the top of the cages. Grab the **Epic Treasure Chest** and fall back down to the walkway below.

Follow the line of coins up the next ramp where Chompies guard another Bounce Pad. You must defeat all the Chompies to removed the Battle Gate blocking the Bounce Pad. Bounce up to the top of the swaying cage and look for a **Wish Stone** atop a nearby cage.

Jump back to the larger cage and then on to the next, where another Chompy ambush takes place. After you eliminate the Chompy threat, jump into the hatch from which they emerged. The sleeping Chompies here, along with King Chompy the Eighth, guard an **Epic Treasure Chest**.

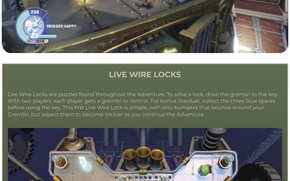


Exit the Chompy container and follow the trails of coins until you see Flynn and your other friends. The Shifty Stickler near the locked door has the key strapped to his back. Defeat the troll, use the key to free your friends and use the Bounce Pad to reach the top of the cage, which has a **Random Reward Object**. To open the door to continue the adventure, you must solve the Live Wire Lock on the door. Interact with the lock and your view changes to inside the lock.



LIVE WIRE LOCKS

Live Wire Locks are puzzles found throughout the Adventure. To solve a lock, drive the gremlin to the key. With two players, each player gets a gremlin to control. For bonus Stardust, collect the three blue sparks before using the key. This first Live Wire Lock is simple, with only bumpers that bounce around your Gremlin, but expect them to become trickier as you continue the Adventure.



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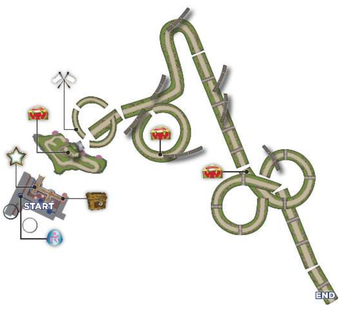
The Rift to Skylands
Chapter 2: Motley Meadows



After you regain control of your Skylander, go to the right for a **Random Reward Object**. Go to the left to get an update from Hugo and Cali. Walk away from the pair and get the **Wish Stone**. Walk past Hugo and jump into your Land Vehicle to start the Land Star Challenge.

Save The Pit Crew

The strong winds in Motley Meadows caught three Pit Crew members by surprise and they need rescuing. The crew will be fine long enough for you to practice your driving and fighting. Take out the Chompies and collect the four puzzle pieces in the area for bonus Gearbits. Most of them are in the open, but one is hidden behind boxes under the ramp on the right (as you face the locked gate in the back of the area).

There's also a hidden boost pad behind a breakable wall on the right. Boost up the ramp to reach an upper circular track with crossed white flags. Touching these flags begins a mini-challenge to crash into a number of barrels within a time limit. Follow the track around for the first five barrels, then jump off the end to get the sixth. Your reward is additional Gearbits. You can retry this mini-challenge as many times as you like, until you complete it successfully.

With all the Chompies defeated and bonus Gearbits collected, rescue the three Pit Crew members by using the boost pads to reach them. They're marked with arrows and hanging from the bent light poles.

After you save all three, Kaos sends down new enemies including an Iron Equalizer. Watch out for the Equalizer's missiles and the laser targeting beam of the other wheeled enemies.

Defeat the forces of Kaos and the Pit Crew points out a **Red Toolbox** on the broken bridge above. These Red Toolboxes contain a random mod that allows you to change the performance of a SuperCharger's vehicle. Collecting the mod opens the gate and changes your objective.

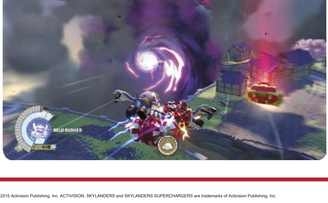
Get Back To The Fleet

Use the boost pad to clear the gap and reach a long road with construction gates and homes on the verge of collapse. Flynn and Hugo pop up to let you know that you're in a zone where Earth element Skylanders are stronger. Going forward, most zones with an elemental affinity are determined randomly.

Take the ramp up to the right after the first quick jump. Stay to the right and look for a ramp that leads to another **Red Toolbox.**

Follow the circular track back down to the main area. Collect as many Gearbits as you can. Destroy buildings and gates to reveal even more Gearbits.

A flight of Kaos Cruisers appears but isn't much of a threat. Shoot them down and stick to the middle of the next big jump to snag another **Red Toolbox**. Follow the road through a larger ship from Kaos' fleet and weave between the waves of Kaos Cruisers to reach the next area and complete the Land Star Challenge.



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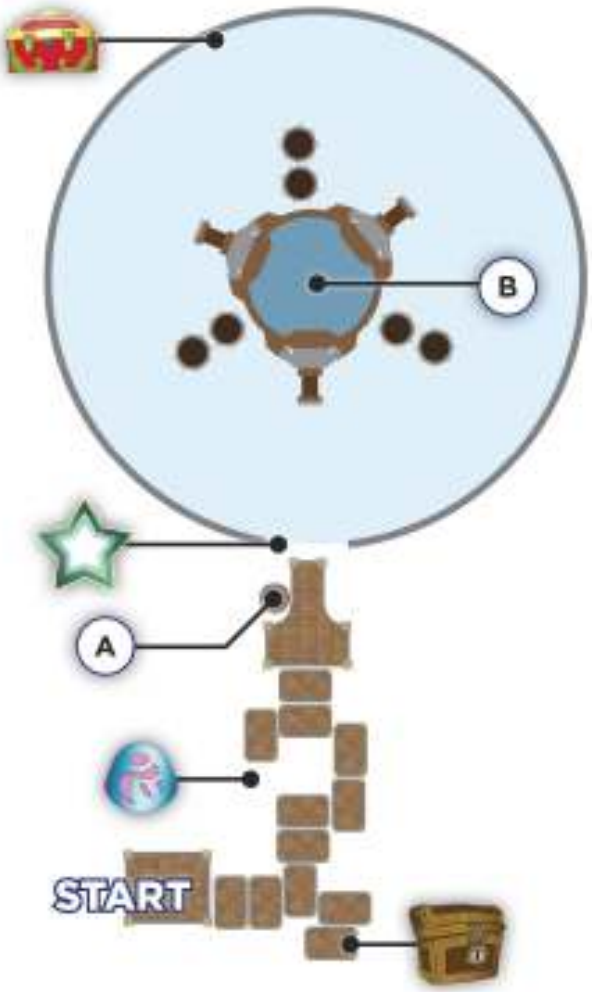
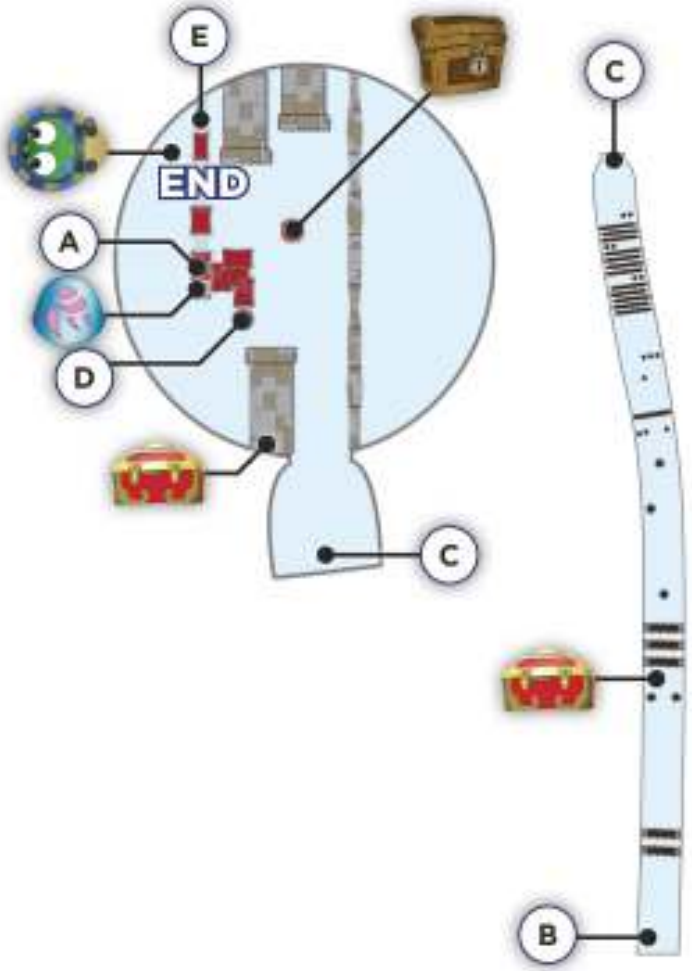
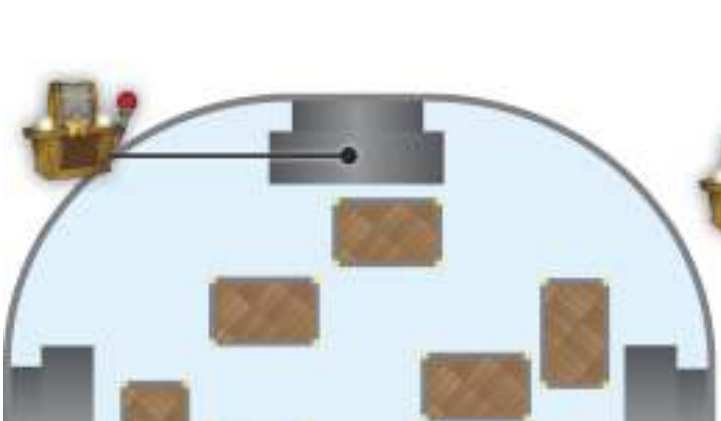
SKYLANDERS SUPERCHARGERS

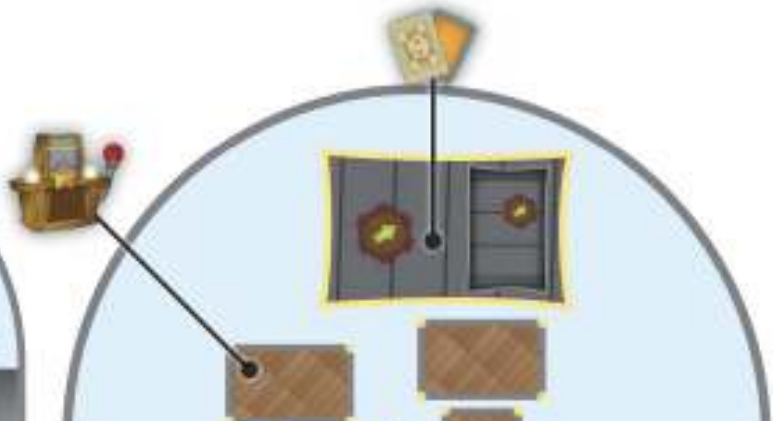
The Rift to Skylands

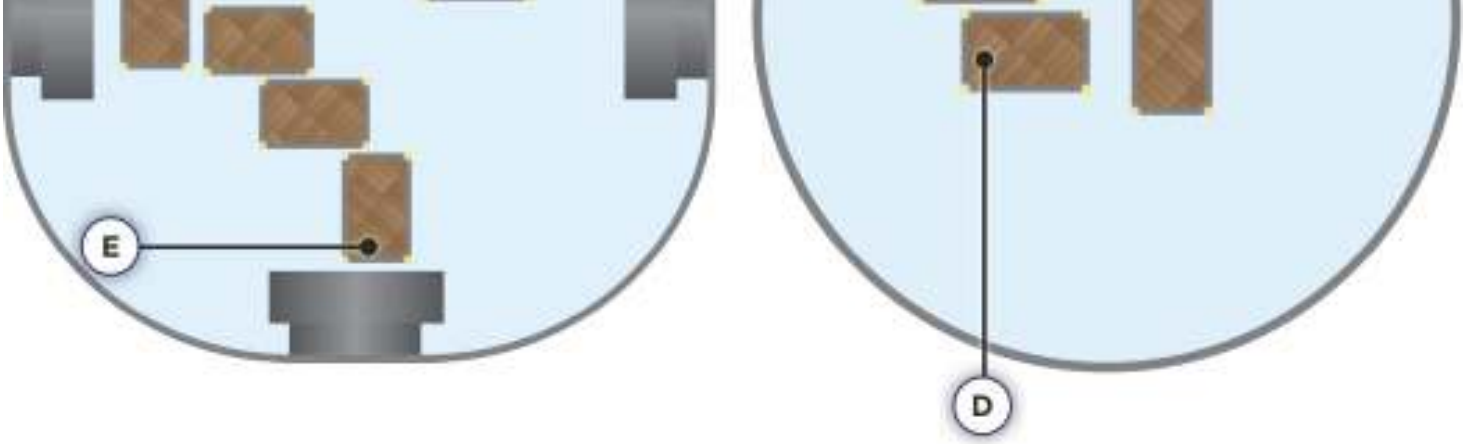
Chapter 3: A Fuel's Errand







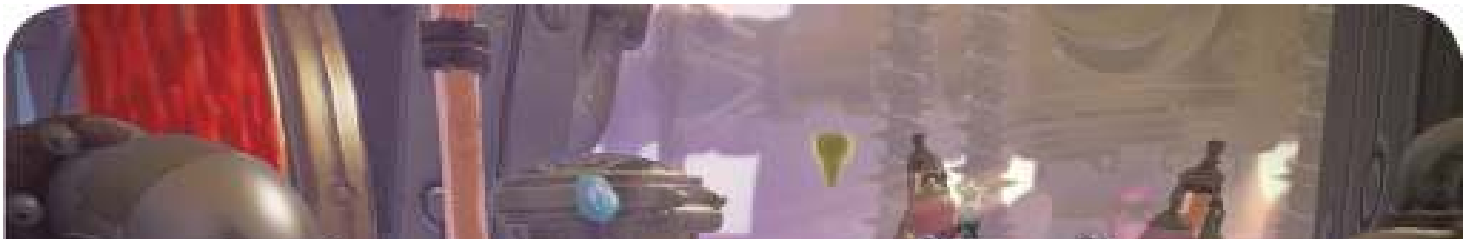




Leave the Pit Crew and drop down the crates to reach an area with a random Elemental affinity. Watch out for red rings on the ground. They mark the spots where the Electroclops are throwing their electrified mines. They're out of reach for now, but you'll get to them soon.

There's a **Random Reward Object** and piles of coins on the lowest crate down from the starting point. Look for a **Wish Stone** floating above the higher crates on the left. You may need to ride the moving crate a short distance to reach it.

Jump up to the crate with the Electroclops and take them out. They don't have much health but you still need to watch out for the red rings that indicate where they're throwing their mines.



With the Electroclops out of the way, speak with James Prong to learn about the Sea Star Challenge. If you lack a Sea Vehicle, walk beside James Prong until a hatch opens. It creates a path that skips the Destroy the Catalytic Cyclotron challenge.

Destroy The Catalytic Cyclotron

The orange water that made James Prong nervous is a random Element zone. There are destructible pipe covers at the edges of the pool of orange liquid. Gearbits and one **Red Toolbox** drop from the pipes when the covers are destroyed.

Watch out for the missiles fired by Chop Hoppers and floating Iron Equalizers while destroying the three indicated points around the Catalytic Cyclotron. Destroying the third point completes the Sea Star Challenge, but you're not done with your Sea Vehicle yet.

ESCAPE THROUGH THE OUTTAKE VALVE

Go into the outtake valve and dive down to a long pipe. Steer around and dive under the spikey pipes. Stay underwater and watch the left side for a **Red Toolbox**. The channel ends at a fiery booster that launches your vehicle to a calm area.

Disembark at the small platform in the middle of the water for a **Random Reward Object**. Explore the area and shoot everything that comes up as a target to reveal Gearbits. There's another **Red Toolbox** in the back of a large pipe at one end of the room. Disembark at the main platform, which is not far from where the pipe near James Prong drops off Skylanders who didn't use a Sea Vehicle.

Look for a pipe emanating yellow light. Jump up to the lip of the pipe and drop down inside it. The room is filled with treasure, including an Epic Treasure Chest. The Mabu in the room is named Aimee and she's a Skystones Overdrive player. Her Vehicle Skystone is a Greeble that does one damage to two opponent characters. When you defeat her the first time, she hands over a Toxic Tushie Skystone.

SKYSTONES OVERDRIVE

If this is your first game of Skystones Overdrive, Aimee walks you through the game. For more information on Skystones Overdrive, check out that section of this guide.

Use the Bounce Pad to get to the top of the cage, and the one atop the cage to return to the upper area. Walk up the ramps and over to the cyclinder that has coins leading down into the water. Walk toward the coins to turn the cylinder and reveal a

Wish Stone.

Leave the cylinder and walk to the right. Glowing Chompies emerge from a pipe. They're regular Chompies, but they've been doused by the orange liquid. Continue past the Chompies for a short series of battles against Electroclops, Shifty Sticklers, and Chompies. To get your Skylander to glow orange (which makes all attacks crit), walk through the downpour of orange liquid when it appears.

Ignore the Live Wire Lock for now. Follow the line of coins to a large pipe opening. The room at the other end of the pipe has piles of treasure and an Epic Treasure Chest!

Return to the Live Wire Lock. To get all three sparks, drive over the red button to change it to green. Go through the now-revolving barricade to reach the first spark. Collect the other two on the way to the key. Solving the Live Wire Lock sends the elevator upward.

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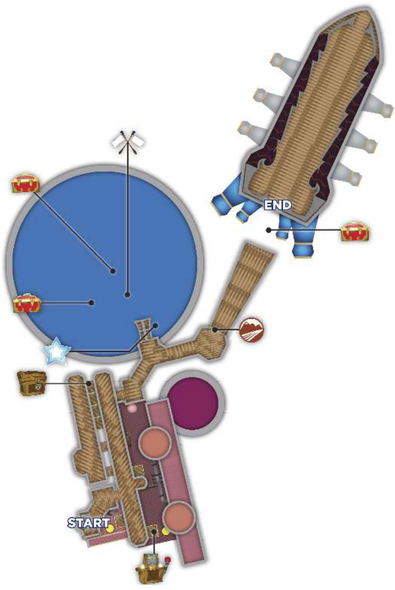
The Rift to Skylands
Chapter 4: The Great Breakout



Look for Flynn in the distance in this random element zone. Avoid the Kaos Cruisers by switching sides of the path. Travel in the same direction as the Kaos Cruisers to reach an **Epic Treasure Chest**.

Work your way back toward Flynn while using nooks and changing sides to avoid the ships. Get the **Random Reward Object** on the raised platform in the middle. Go up the ramps to learn about the Sky Star Challenge. If you lack a Sky Vehicle, talk to Hugo and use a Land Vehicle to reach the end of the level. Avoid or destroy the turrets and grab the single **Red Toolbox** in the path.

Save The Escape Pods

Another random element zone awaits you after take-off. Blast the chests held aloft by balloons for extra Gearbits and power-ups, then turn your attention to the Kaos Cruisers targetting the three escape pods.

Look for **Red Toolboxes** on two of the large, stationary ships. Another large ship has the challenge flag, this time you must break nine barrels.

Protect Sharpfin's Ship

With the escape pods safely away, turn your attention to Sharpfin's ship. Shoot down the five Kaos Cruisers threatening your friends.

Destroy The Cannon Ship & Capture The Flag Ship

Hugo announces the arrival of the Cannon Ship of Doom. Avoid or destroy the missiles fired at your vehicle. Target the three turrets and blow them up to send the ship down in flames.

The final task is to land on the flag ship. If you haven't completed the barrel challenge or collected the Red Toolboxes, do it now before you land on the ship.

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The Rift to Skylands

Chapter 5: A Safe Place

Skylander Academy is covered in greater detail in its own section. For now, speak with Mags to begin a string of quests that introduces you to the services offered at Skylander Academy. Follow the light beams when you aren't sure where to go.

RACING TRACKS OPEN

Two tracks of each type (Land, Sea, and Sky) are now open for racing from the menu. Pandergast, who runs the races and gives quests and rewards, appears on his flying ship at the Academy.

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SKYLANDERS SUPERCHARGERS

The Cloudbreather's Crag

Chapter 6: Conquered by Kaos

QUESTS

TALK TO THE CLOUDBREATHER

RING THE DRAGON GONG

DESTROY THE BLOCKAGES

KITE MINIGAME: USE THE KITE TO COLLECT COINS

RESCUE THE MINERS

DESTROY KAOS' FLEET

SAVE THE TEMPLE

TEST DRIVE

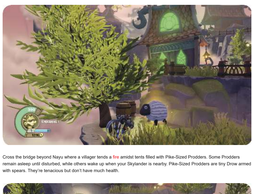
COLLECTIONS

EPIC TREASURE CHESTS (X6)

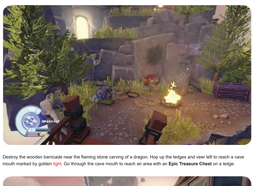
SUPERCHARGER GATE (X1)

EON'S SOCK: TALK TO THE CLOUDBREATHER

After surviving the harrowing trip to the Cloudscraper Mountains and meeting Nayu, a less-than-enthusiastic subject of Kaos, drop down the ledge near Nayu for a **Random Reward Object**.

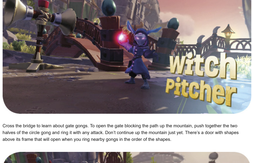


Cross the bridge beyond Nayu where a village lends a fire amidst tents filled with Pike-Sized Prodders. Some Prodders remain asleep until disturbed, while others wake up when your Skylander is nearby. Pike-Sized Prodders are tiny Drow armed with spears. They're tenacious but don't have much health.



Destroy the wooden barricade near the flaming stone carving of a dragon. Hop up the ledges and veer left to reach a cave mouth marked by golden light. Go through the cave mouth to reach an area with an **Epic Treasure Chest** on a ledge.

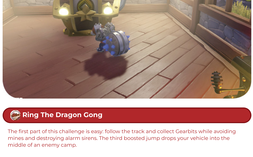
Return to the main path and head up the mountain. A new enemy, the Witch Pitcher, appears near a battle gate and warning siren. Destroy the siren quickly, unless you're looking to battle waves upon waves of enemy forces. After you destroy the siren and clear the battle gate, speak with the nearby villager for a quick meal to restore any lost health.



Cross the bridge to learn about gate gongs. To open the gate blocking the path up the mountain, push together the two halves of the circle gong and ring it with any attack. Don't continue up the mountain just yet. There's a door with shapes above its frame that will open when you ring nearby gongs in the order of the shapes.

Grab the **Wish Stone** from in front of the triangle gong when you go to ring it. The square gong is behind a fence near the locked door. Use the circle gong you assembled earlier to open the door.

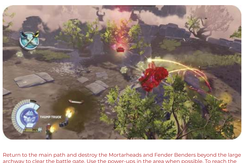
The room beyond the now-unlocked door has an **Epic Treasure Chest**. Return to the path up the mountain, destroy the siren, then eliminate the Pint-Sized Prodders and Witch Pitchers. When the enemies are cleared away, speak with Tazi about the Land Star.



Ring The Dragon Gong

The first part of this challenge is easy: follow the track and collect Gearbits while avoiding mines and destroying alarm sirens. The third boosted jump drops your vehicle into the middle of an enemy camp.

Destroy the camp and look for boosted jumps that lead upward. Drive through the orange Gearbit to briefly summon a large number of Gearbits. Collect the **Red Toolbox** from the ring of tents at the highest point in the area.



Return to the main path and destroy the Mortarheads and Fender Benders beyond the large archway to clear the battle gate. Use the power-ups in the area when possible. To reach the best one (Double Damage), destroy the rocks blocking a boost ramp on the right-hand side of the map. Use the nnearby boost ramp to launch up to claim another **Red Toolbox**. When all the enemies are down for the count, use the newly opened exit to hit the final stretch of road, which ends at the Dragon Gong.

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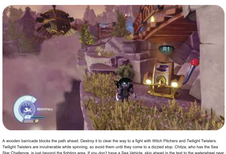
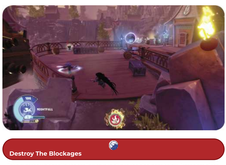
Walk to the end of the wooden bridge and fall over the side away from the mine. Turn around and get the **Epic Treasure Chest** slumber under bridge.



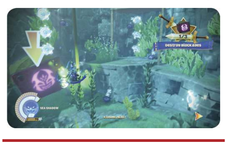
A wooden barricade blocks the path ahead. Destroy it to clear the way to a fight with Witch Pitchers and Twilight Twisters. Twilight Twisters are invulnerable while spinning, so avoid them until they come to a dizzied stop. Chloe, who has the Sea Star Challenge, is just beyond the fighting area. If you don't have a Sea Vehicle, skip ahead in the text to the waterwheel near Persephone. Walk away from Chloe to reach it.



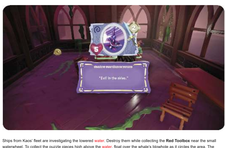
Destroy The Blockages

Drive over the whirlpool in the shallow cave to dive to the blockages below. Steer clear of the spiny puffer fish while navigating this Kaboom Element zone. The puffer fish don't move but will impend when threatened. You can't destroy them, so you must avoid them.

Follow the onscreen arrows and CandGirls to reach the three blockages. After the third one is destroyed the water drains from the village, opening up new locations for you to investigate.

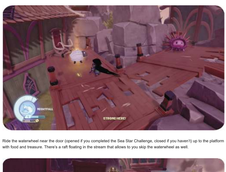


Your Skylander disembarks on a damp pier near an open door. Go into the door to play Skydrives Overdrive against Malizi. The first time you defeat Malizi, he gives you the Shadow Guardian Skydrive. Return to your Sea Vehicle and hop in.



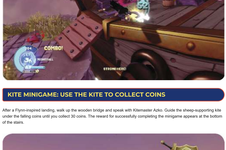
Ships from Kaoc Reef are investigating the lowered water. Destroy them while collecting the **Red Toolbox** near the small waterwheel. To collect the purple pieces high above the water, float over the whale's blowhole as it circles the area. The waterspout created when the whale exhales launches your vehicle high enough to reach the pieces.

To return to your quest to reach the Cloudbreather, disembark at the Sea icon near the pier. There's another Sea icon near the rocks, but you'll miss some treasure if you use it. Hop across the trio of large waterwheels and quickly eliminate the enemies waiting there. Claim the **Random Reward Object** and head for the nearby door, which leads back to the village.



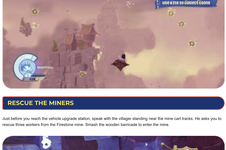
Ride the waterwheel near the door (opened if you completed the Sea Star Challenge, closed if you haven't) up to the platform with food and treasure. There's a raft floating in the stream that allows to you skip the waterwheel as well.

A gang of Pike-Sized Poolders attacks on the stone-paved ground near the wooden bridge that leads to Persephone. Smash through the wooden blockade to open the way to an airship. To use the airship, you must clear the battle gate blocking the ship's wheel.



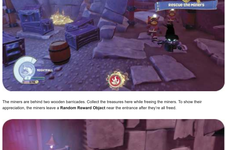
KITE MINIGAME: USE THE KITE TO COLLECT COINS

After a Flynn-inspired landing, walk up the wooden bridge and speak with Kitemaster Aziko. Guide the sheep-supporting kite under the falling coins until you collect 30 coins. The reward for successfully completing the minigame appears at the bottom of the stairs.

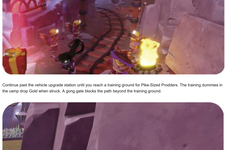


RESCUE THE MINERS

Just before you reach the vehicle upgrade station, speak with the villager standing near the mine cart tracks. He asks you to rescue three workers from the Firestone mine. Smash the wooden barricade to enter the mine.

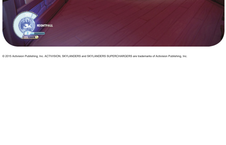


The miners are behind two wooden barricades. Collect the treasures here while freeing the miners. To show their appreciation, the miners leave a **Random Reward Object** near the entrance after they're all freed.



Continue past the vehicle upgrade station until you reach a training ground for Pike-Sized Poolders. The training dummies in the camp drop Gold when struck. A gong gate blocks the path beyond the training ground.

Reassemble the circle gong to open the gate. To open the nearby door, use the square gong on the ledge overlooking the training ground. The path leading up to it starts near the vehicle upgrade station. The triangle gong is hidden behind tents near the front of the camp. The small room beyond the door has a little treasure and an **Epic Treasure Chest**.



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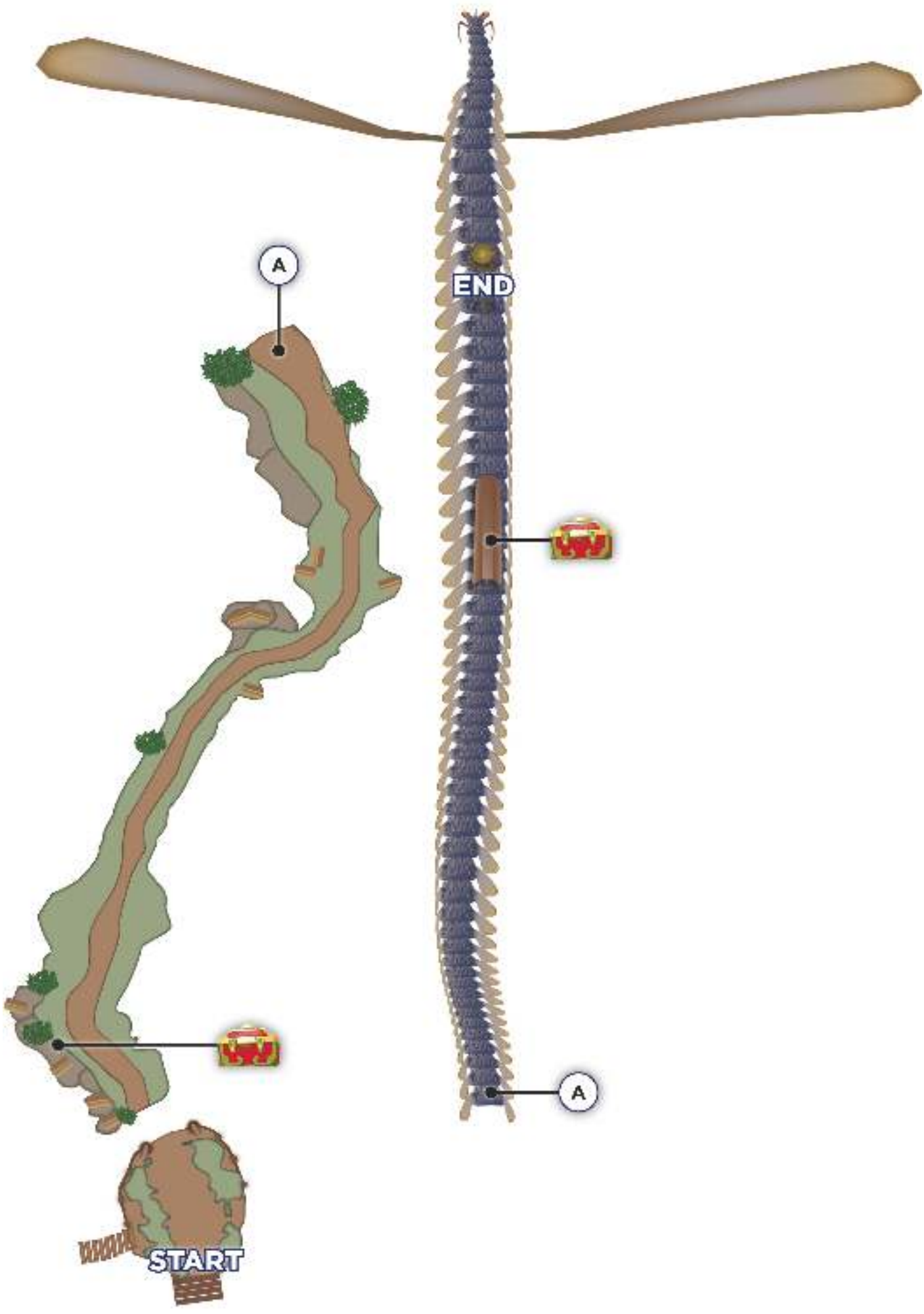
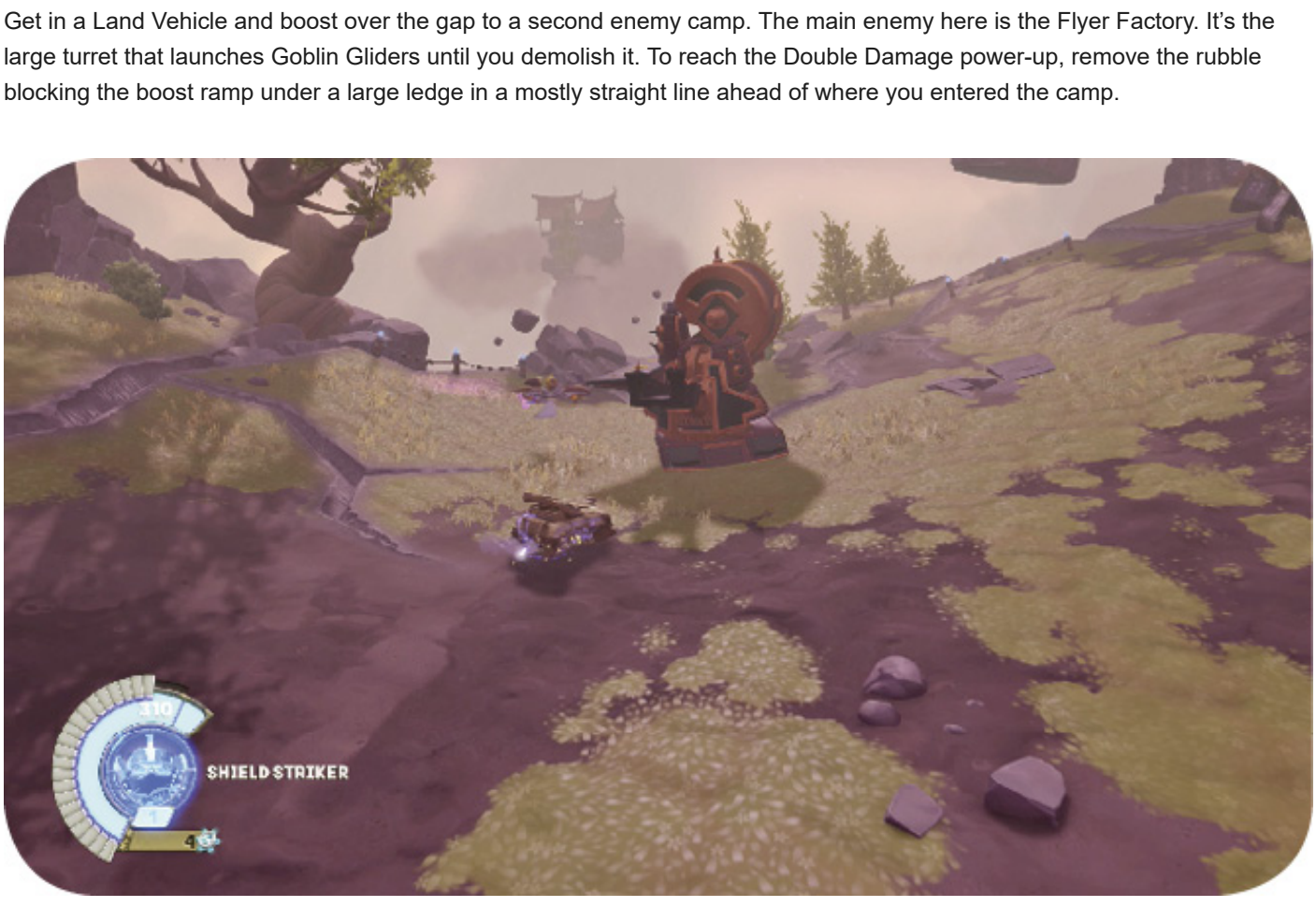
The Cloudbreather's Crag

Chapter 8: Scaling the Road



Get in a Land Vehicle and boost over the gap to a second enemy camp. The main enemy here is the Flyer Factory. It’s the large turret that launches Goblin Gliders until you demolish it. To reach the Double Damage power-up, remove the rubble blocking the boost ramp under a large ledge in a mostly straight line ahead of where you entered the camp.



Look for a **Red Toolbox** atop a ledge between where you entered the area and the Flyer Factory. It’s a tricky spot to reach with heavier vehicles so you may need to build up some speed to get up and over the ledge to reach it.

When the gate drops, zoom through it and follow the road to the boost ramp up to the back of the Cloudbreather. Collect as many Gearbits as you can, and don’t miss the second boosted jump over the large structures on the Cloudbreather’s back. There’s a **Red Toolbox** on top of that structure. Your drive ends at the Temple of the Cloudbreather.

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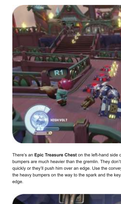
SKYLANDERS SUPERCHARGERS

The Cloudbreather's Crag

Chapter 9: Temple of the Cloudbreather

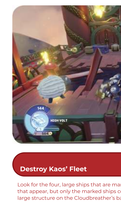
There are two hazards to watch out while walking the grounds of the Temple of the Cloudbreather. Red circles on the ground indicate where plungers fired by Kaos' fleet are about to strike. The mines on the deck slide as the temple sways from side to side.

The right-hand side of the deck (as you face it from your entry point) has been split. To collect all the treasure and food on the right, you must brave the sliding mines.



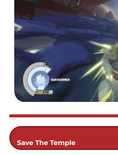
There's an **Epic Treasure Chest** on the left-hand side of the ship. You must solve a Live Wire Lock to open it. The sliding bumpers are much heavier than the gremlin. They don't kick him away like the electrified ones but he needs to get away quickly or they'll push him over an edge. Use the conveyor belts at the top to hop over the gaps. Hug the walls when passing the heavy bumpers on the way to the spark and the key. That way they push the gremlin into the wall instead of over the edge.

Run up the center ramp and hop on the platform floating in the water. There's a **Random Reward Object** nearby but you must destroy a wooden barricade to allow the floating platform to reach it. Ride the platform to the opposite side and hop off near Chicha and the Sky Star Challenge.



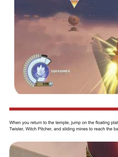
Destroy Kaos' Fleet

Look for the four, large ships that are marked with arrows. There are smaller support ships that appear, but only the marked ships count for reaching your objective. Check under the large structure on the Cloudbreather's back for a **Red Toolbox**.

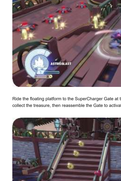


Save The Temple

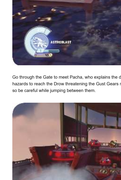
Destroying the fourth ship changes your objective to Save the Temple. A second wave of ships appears, headed by two large carriers. Shoot down the pair of ships to thwart the forces of Kaos and save the temple.



When you return to the temple, jump on the floating platform near Chicha and ride it over the water. Deal with the Twilight Twister, Witch Pitcher, and sliding mines to reach the back half of the temple.

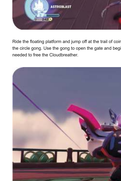


Ride the floating platform to the SuperCharger Gate at the opposite side of the area. Drop down the ledge near the Gate to collect the treasure, then reassemble the Gate to activate it.

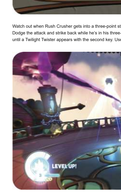


Go through the Gate to meet Pacha, who explains the danger posed by the Drow. You must navigate the enemies and hazards to reach the Drow threatening the Cool Gears near another Gate. Mines appear in some of the waterwheel paddles, so be careful while jumping between them.

You must defeat waves of Drow, including Witch Pitchers, Twilight Twisters, and Pint-Sized Prodders to eliminate their threat. As an added bonus, you also unlock an **Epic Treasure Chest**. Go through either Gate to return to the Temple.



Ride the floating platform and jump off at the trail of coins leading up the stairs. Smash the barricades to join the two halves of the circle going. Use the gong to open the gate and begin the battle against the Rush Crusher, who holds one of the keys needed to free the Cloudbreather.



Watch out when Rush Crusher gets into a three-point stance. He's about to charge forward while leading with his blade-arm. Dodge the attack and strike back while he's in his three-point stance. Additional Drow appear in waves. Weather the storm until a Twilight Twister appears with the second key. Use the second key to free the Cloudbreather.

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The Cloudbreather's Crag

Chapter 10: Call Down the Thunder

Hugo recaps what he learned from the Cloudbreather and sends you off to talk with Mags. Mags needs data to make the necessary modifications to a SuperCharger vehicle. You must enter one of the three vehicle testing grounds and complete her task. When you're ready to continue the Adventure, speak with Flynn.

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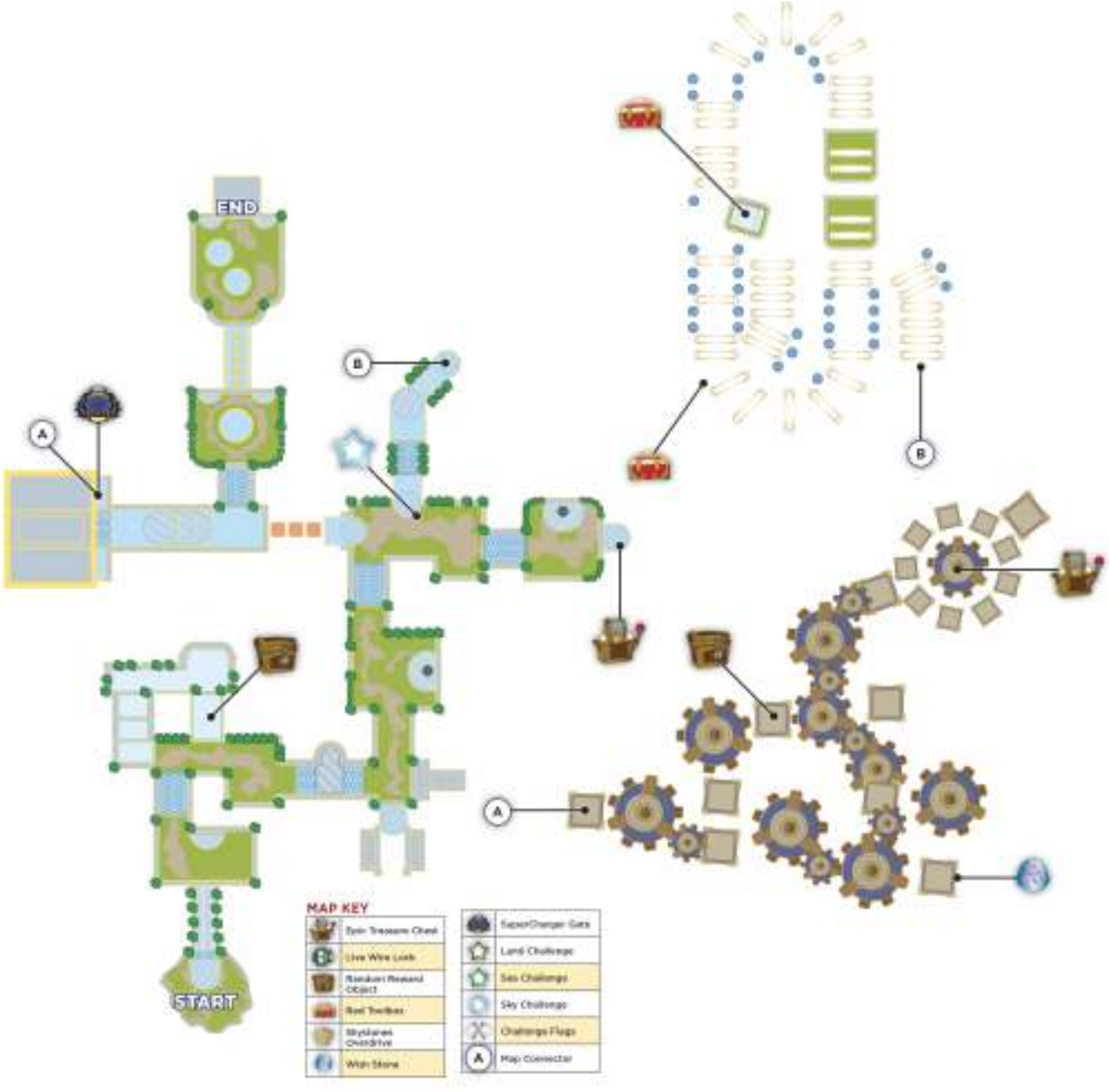
SKYLANDERS SUPERCHARGERS

The Cloud Kingdom

Chapter 11: The Brewing Storm



QUESTS

SKY'S THE LIMIT: GET THE THUNDEROUS BOLT

BLOW THE STORMHORN

DESTROY THE TRANSPORT SHIPS

RING THE DOORBELLS

CATCH LORD STRATOSFEAR

COLLECTIONS

EPIC TREASURE CHESTS (X5)

SUPERCHARGER GATE (X1)

BLOW THE STORMHORN

The large Stormhorn that Queen Cumulus asks you to reach will clear all the clouds, but there are smaller horns that clear a small area temporarily. When you find them, use them to preview what's ahead.

Destroy the objects in the fog-covered area up the stairs from Queen Cumulus to pick up some extra Gold. Watch out for the Bitning Bugs that pop up in one corner. These fiery creatures dive at your Skylander and explode on contact unless you hit them with an attack first.

Ascend the next flight of stairs. To reach the **Random Reward Object** above the woman complaining about humidity, jump into the pool of water next to the dark-haired man. Leap up from pool to pool to reach the top and the treasure.

Follow the dirt path through another encounter with Bitning Bugs to a random Elemental zone that starts near another flight of stairs. Blow the horn if you want a sneak peek of upcoming enemies.

When the path becomes dirt and grass again, continue straight ahead to a marble platform with piles of treasure and another horn, which reveals the location of an upcoming treasure chest.

Return to the dirt path and follow it up to a courtyard with a fountain that emits clouds instead of water. The area is guarded by a new type of troll, Inflatrators. When an Inflatrator inhales a cloud, it increases in size and strength. The trolls' punches have an extended wind up but once they begin an attack, you can't stop it. You need to move to avoid being hit.

You can’t destroy the fountain, but it’s only a decoration after you handle the trolls. Continue up the stairs and look for Ukko, who offers the Sky Star Challenge. Before you take flight, descend the stairs near him. Eliminate all the trolls to open the battle gate-locked **Epic Treasure Chest**.

Destroy The Transport Ships

You must destroy nine Transport Ships that fly through a circular course in an area filled with columns and arches. The ships leave large red mines in their wake that you must avoid while blasting the ships out of the sky.

Concentrate on the Transport Ships while avoiding the mines they leave behind until the smaller support ships appear. Shoot down the smaller ships for Gearbits. Watch for floating chests that leave behind power-ups when destroyed.

There's a Red Toolbox between four smaller blue columns just inside the main track. There's a second **Red Toolbox** on a large, blue column on the outside of the main track.

The path beyond Ukko is broken up into a few floating platforms before becoming solid again. Ignore the flight of stairs and continue straight ahead until you find a SuperCharger Gate. Reconstruct the Gate and use it to reach a room filled with fog-shrouded spinning gears and moving platforms.

Use the small horns to look ahead and spot the first of two treasures in this area: a **Random Reward Object** on a small platform.

Avoid the glowing orbs that roll around the platforms. They deal damage and briefly shrink when they come into contact with your Skylander. The big prize here is the **Epic Treasure Chest** ringed by platforms of treasure and food. You need to do some work before claiming it. It's locked with a battle gate and guarded by Meteo-Trollogists. The return Gate sends your Skylander up to the roof of the building near the original Gate.

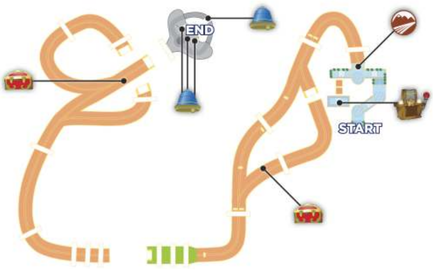
Collect the coins from the roof and in the air on the way back down to the ground. Return to the staircase you passed earlier. Clear out any lingering enemies (they may have attacked when you passed by earlier) and hop on the laser emitter in the middle of the courtyard. Walk on the arrows to turn the beams until one hits each lion.

Cross the newly-formed bridge to reach a second laser puzzle. Take out the Inflatrators and turn the laser emitter until one beam strikes each statue. Turn the statue with the blue base until it directs the beam into the lion's mouth.

SKYLANDERS SUPERCHARGERS

The Cloud Kingdom

Chapter 12: All Roads Lead to Ruin



Before you jump into a Land Vehicle to complete this chapter, walk past the Land icon and look for floating platforms in the fog at the end of the walkway.

The largest platform at the end of the line of platforms is covered with treasures and an **Epic Treasure Chest**. Pick up everything here and return to the Land icon.

The course is fairly straightforward with just two optional turns to make. At the first fork, veer left. There's a **Red Toolbox** on the right-hand side of the track a short distance ahead.

After the jump over the big gap (marked by green-colored track) carrier ships appear and make the rest of your drive more dangerous. You must avoid the rolling red balls they drop on the track (neither ships nor balls can be destroyed).

Steer to the right when another fork appears in the track. You get a break from the ships and there's a second **Red Toolbox** in the middle of a big jump.

RING THE DOORBELLS

The track ends at a boosted jump into a bowl-shaped area swarming with motorized minions of Kaos and Iron Equalizers. To unlock the gate to the next chapter, you must ring the four doorbells scattered around the area.

The first two bells are above the ledges between the turrets and the gate. The third bell is high in the air between the first two. You need to drive up one of the ramps on either side, then use the boosted ramps to get high enough. The final bell is on a narrow track that goes over the top of the door. Use the boost pads in the higher area to get enough speed to reach it.

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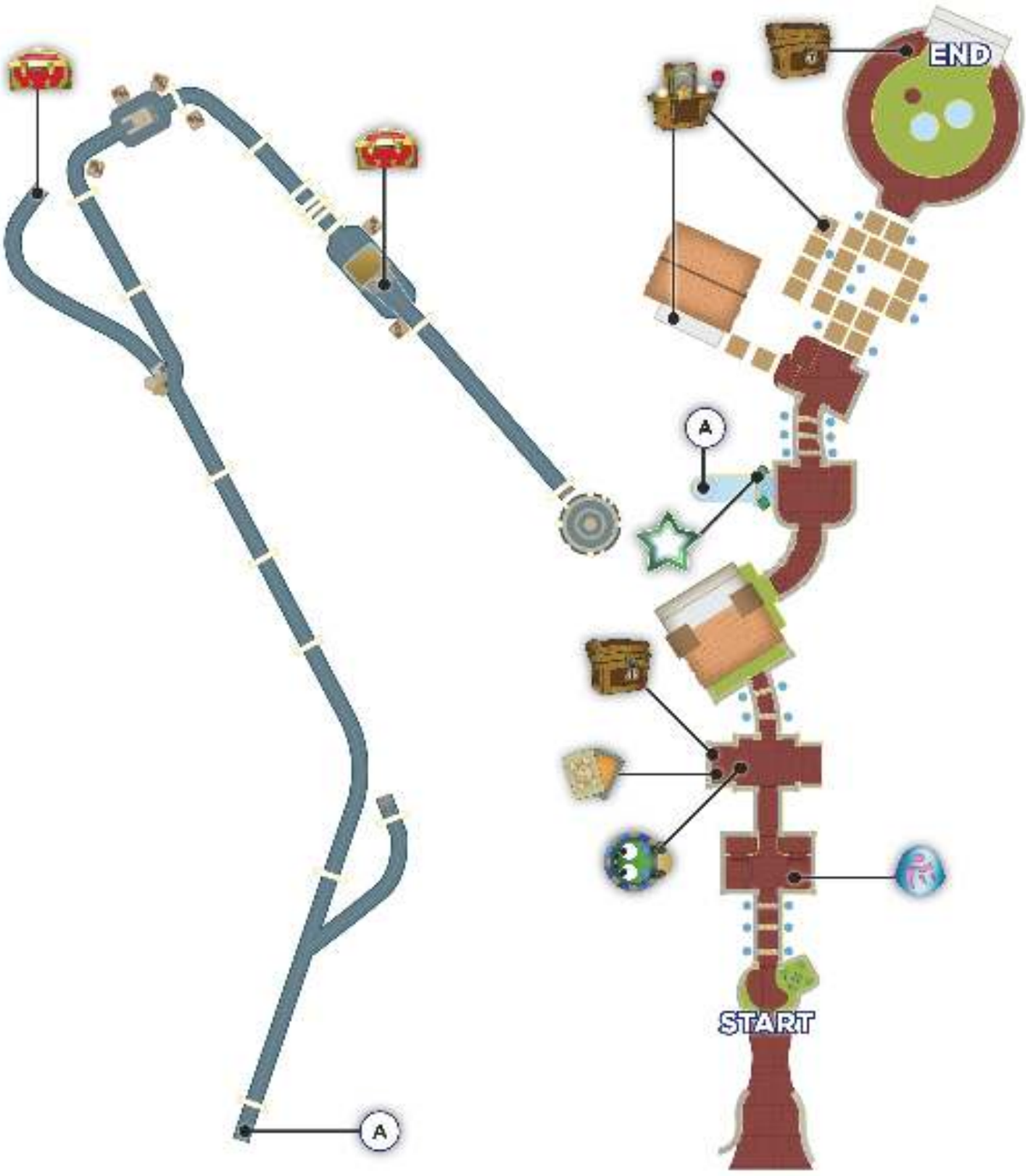
SKYLANDERS SUPERCHARGERS

The Cloud Kingdom

Chapter 13: Mayhem at the Market

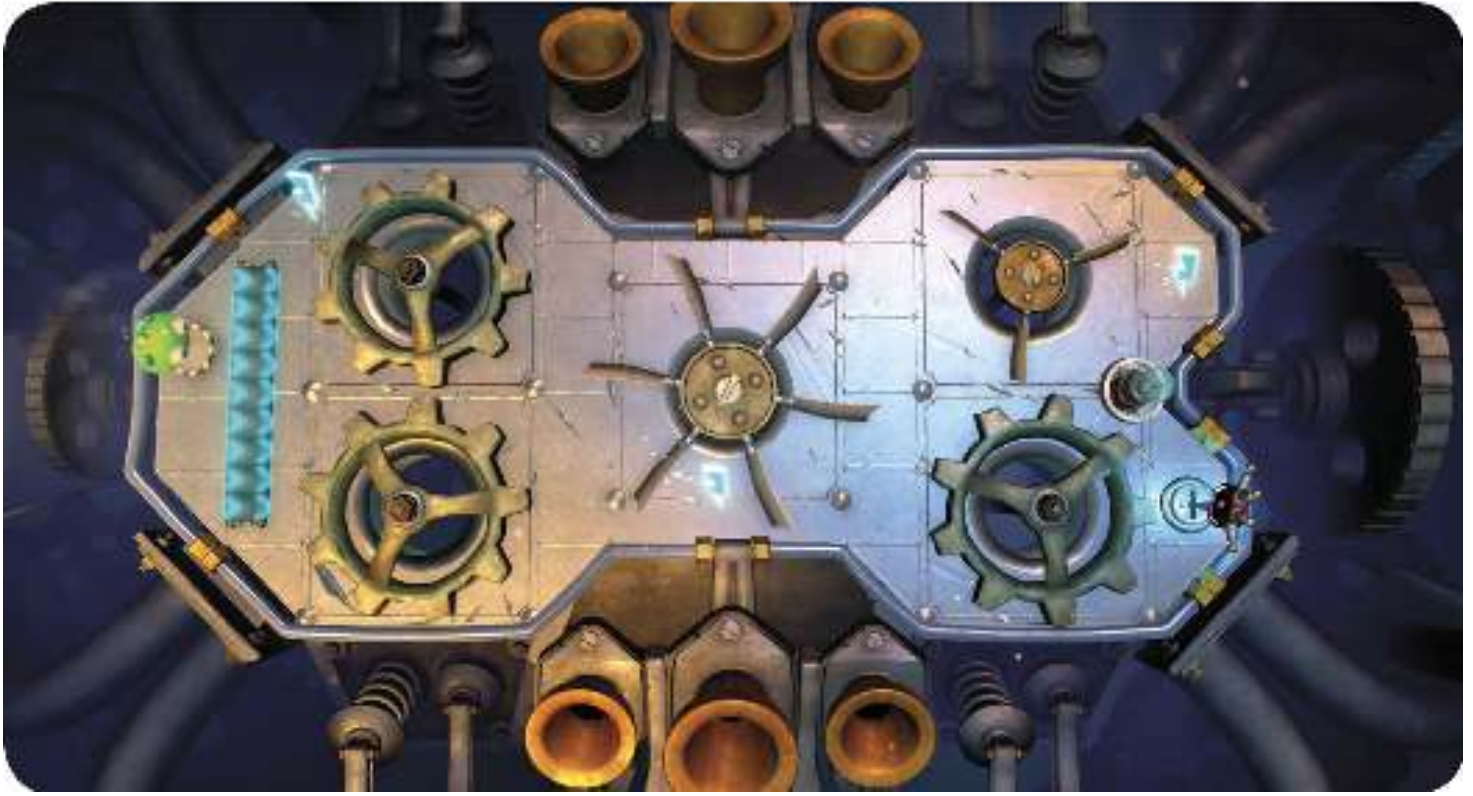


Use the Vehicle Upgrade station for any upgrades you can afford after collecting Gearbits during the previous chapter. There's a fog-clearing horn on the opposite side. Use it to get a peek at the dangerous bridge and **Wish Stone** ahead.

Carefully move through the lightning-bolt bridge. Pause in the gaps between arcs of electricity. The Meteo-Trollogist is formally introduced here, just before you reach the **Wish Stone**.

Watch the ground for the red rings that indicate where the Meteo-Trollogist is aiming his cloud-based weapon. Inflatrators pop up to support the Meteo-Trollogists, making the fight in the fog much more challenging.

After you take care of the trolls, hop over the short wall on the left. There's a Live Wire Lock on the door. Grab the spark closest to the gremlin's starting point, then snuggle into one of the gaps between the gear's teeth and ride through to the center. Grab the second blue spark and let the blades carry the gremlin around. Get the third blue spark in the same way. To open the lock, squeeze into a gap between the teeth of the gear and let it move the gremlin around to the ignition key.



The room beyond the Live Wire Lock is filled with locals, Persephone, and a **Random Reward Object**. Talk with Guss in the back for a game of Skystones Overdrive. The first time you defeat him, he hands over the Calliope Skystone.

Back outside, the bridge past the building has a pair of electrical arc generators that you can hurry through in one cycle. The building beyond the bridge is filled with trolls, Bitning Bugs, and destructible objects. You don't need to stick around to fight them, but you should if your Skylander isn't at max level. Exit the building and walk a short distance to meet Rayna, who offers the Sea Star Challenge.

Destroy The Storm Sequencer

The challenge begins with a frantic trip down a watery course filled with Gearbits and hazards. Look for two large towers marked with arrows in the middle of the channel. There's a **Red Toolbox** under the second tower and the only way to get it is to dive directly under the tower. Look for the hidden branching path to collect a second **Red Toolbox**.

The Storm Sequencer is at the center of a large pool at the end of the course. The Storm Sequencer's defenses include the creation of large waves to keep you off-balance, long arms that block off half the pool at a time, and automated ships known as Hydrolancers that swarm your vehicle when they're summoned. It also flings electricity (watch for the blue circles; move quickly when they turn red!) and uses pink shields to make itself invulnerable.

When the battle begins, concentrate your efforts on the Storm Sequencer. Don't worry about any of the smaller ships unless the Storm Sequencer has its shielding up. It drops its shielding just before it generates a large wave, so blast it while it's vulnerable.

When the Storm Sequencer is low on health, it summons Battleship Bulwarks that have the same invlunerable field as it has. The Storm Sequencer will remain behind its shield so long as these ships are active. To eliminate the Battleship Bulwarks, trick the Storm Sequencer into blasting them with its electrical attack by diving underneath them when the targeting circle goes red. Finish off the weakened ships with your own weapons. When both ships are gone, finish off the Storm Sequencer.

Defeating the Storm Sequencer powers down the electrical arc mechanisms on the bridges, which makes crossing them much easier! Unfortunately, it does nothing to remove the fog, which remains heavy enough to hide the coming of a new enemy, Storm Spawner. Storm Spawners electrify the ground in front of them, so you must move to a side or jump up to a convenient ledge to avoid the initial attack. The attack somtimes spawns Bitning Bugs as it ends, so don't relax just because you avoided the lightning on the ground.

Eliminate the Storm Spawner and look for platforms off to the side that lead to white building showing some distress. Open the **Epic Treasure Chest** here, then return the way you came.

Use the horn next to where the Storm Spawner first appeared to uncover the platforms ahead. Note the position of the **Epic Treasure Chest** on the left and a second horn ahead on the right. The trip over these platforms is much easier after completing the Sea Star.

Defeat the Meteo-Trollogist guards on the platforms to clear the paths to the Epic Treasure Chest and fog-clearing horn. Use the horn to expose the courtyard ahead.

Entering the courtyard causes a Storm Spawner, Inflatrator, and Meteo-Trollogists to appear. After you take down the guards, check the stone walkways for treasure, and get the **Random Reward Object** near the gate.

Spin the laser emitter until it hits the crystal statue that can turn. Turn that statue to divert half the the beam to one lion head and the other half to the second crystal, which activates the second lion's head. The door to the Stormhorn is now open. Now it's time to tackle Stratosfear!

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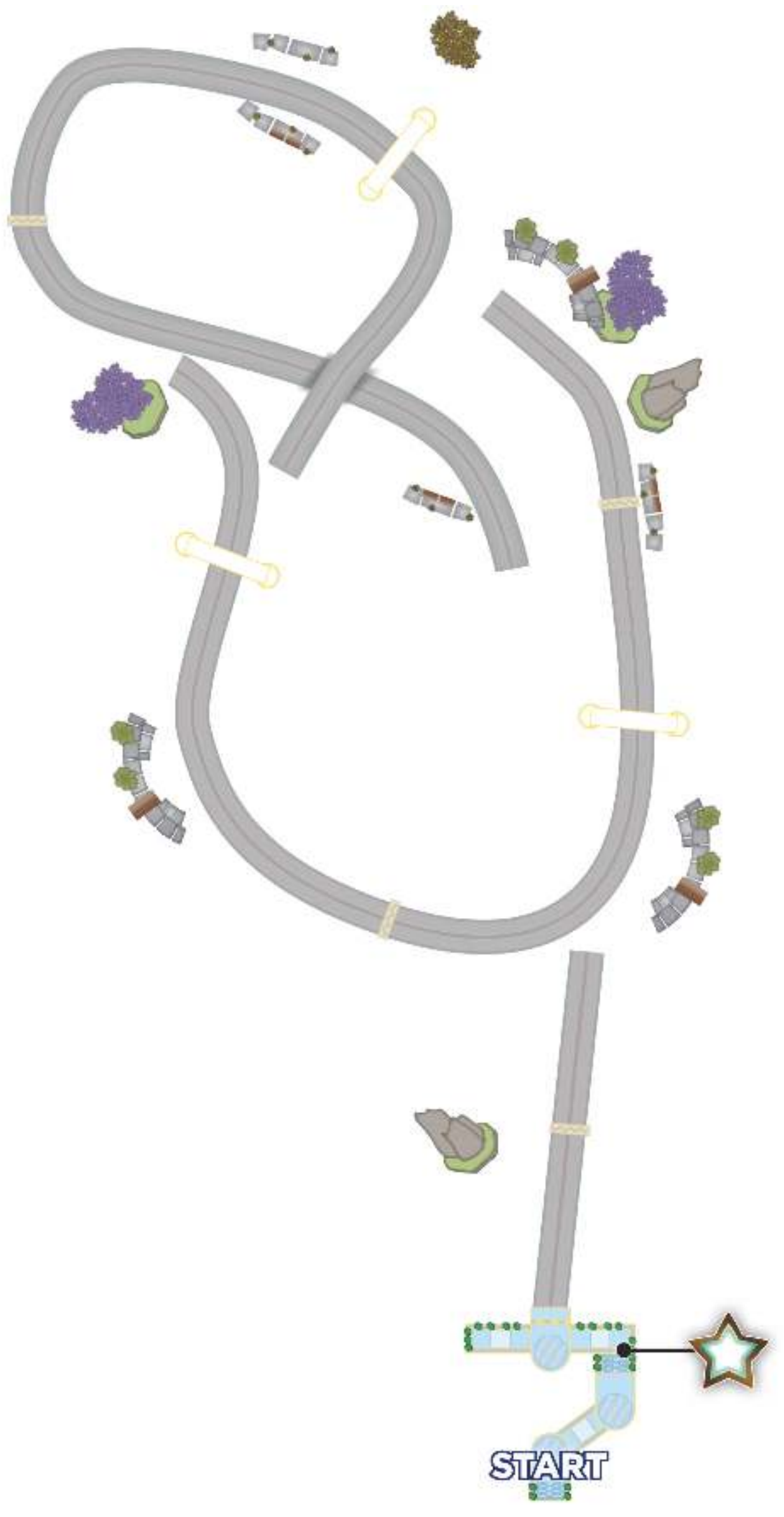

Catch Lord Stratosfear

Move past Rilo to begin the vehicular battle against Stratosfear. The initial track ends at a boosted jump to the course Stratosfear follows during your battle against him. At the start of the battle, Stratosfear leaves clouds in his wake that arc lightning between them. Avoid the clouds to avoid taking damage.

After you inflict enough damage, small fighters appear to support Stratosfear. They drop bombs that you need to avoid while blasting them from the sky. Any remaining fighters peel away when Stratosfear returns to the fight.

When half of his health is gone, Stratosfear changes his attack from clouds to glowing orbs. When they're yellow, the orbs act as a shield. Watch out when an orb turns blue. It's about to fall to the ground and explode on contact.

When his supply of glowing orbs is depleted, the rolling red balls you encountered in Chapter 12 make an appearance. They roll up and down the track, perpendicular to your vehicle's path. You can't destroy them, so you must avoid them.

When you catch up with Stratosfear, he alternates between his cloud and lightning attack from the opening of the battle and surrounding himself with glowing orbs that turn blue and explode on the ground. When you deplete the last bit of his health, Queen Cumulus appears and reclaims the Thunderous Bolt from him.

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The Cloud Kingdom

Chapter 15: The Land of the Undead

After Mags upgrades SuperCharger vehicles, she sends you off to speak with Buzz. Buzz wants every Skylander in top fighting form for the trip to the Land of the Undead.

He starts things off easy with a fight against Greebles. Completing the Training Dummies quest unlocks individual quest chains for every SuperCharger and their vehicles. Completing these quests gives your SuperChargers and their vehicles stat bonuses, so take the time to complete them! For more information, check out The Skylanders section in this guide. When you're ready to continue the Adventure, speak with Flynn.

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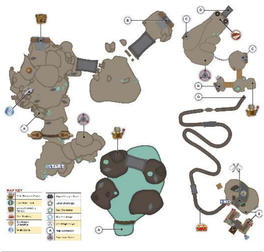
Land of the Undead

Chapter 16: Not as Advertised



QUESTS

RESCUE MASTER EON

HELP PRISONERS ESCAPE

BLOW UP THE STATUE

DESTROY BLOCKAGE

DEFEAT MONEYBONE

COLLECTIONS

EPIC TREASURE CHESTS (X7)

SUPERCHARGER GATE (X1)

RESCUE MASTER EON

Carry the explosive barrel from its ledge and drop it in front of the large gate to open the path into the Land of the Undead. Take note of the timer on the side of the barrel and the trail of orange powder that appears on the ground.

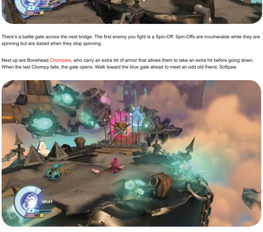
The timer on the side of the barrel indicates how soon the spark begins burning up the trail you left behind. You still have a few seconds before the barrel explodes after the timer empties. If you see orange powder on the ground that you didn't place, try to walk over it while carrying an explosive barrel. When you do it right, you'll fire off additional fireworks and get some extra treasure in the process.

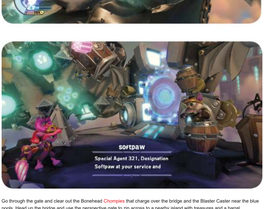
Go back for another barrel and carry it off to the side of the ledges ahead. The grate there can be opened with a barrel of explosives. There's an Epic Treasure Chest and piles of treasure inside the watery cavern.

Head back outside and follow the trail of coins up the ledges. Avoid the red targeting lasers used by the nearby Blaster Casters. These undead creatures have a long-range attack but they're not the sturdiest of enemies. Get in close and take them out quickly.

Walk past the perspective gate (the ghostly blue portal) on the highest ledge to get the Wish Stone (if you see a monitor instead of a Wish Stone, plant an explosive barrel under the monitor). Return to the perspective gate and step through it for a twisty trip to a nearby platform.

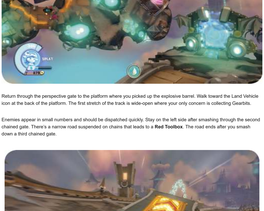
Get used to this top-down view. You'll be dealing with it during many parts of the Land of the Undead. Grab the treasure and Random Reward Object on this small platform, then head back.





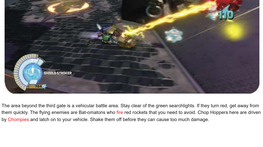
There's a battle gate across the next bridge. The first enemy you fight is a Spin-Off. Spin-Offs are invulnerable while they are spinning but are dazed when they stop spinning.

Next up are Boneheal Chompies, who carry an extra bit of armor that allows them to take an extra hit before going down. When the last Chompy falls, the gate opens. Walk toward the blue gate ahead to meet an odd old friend, Softpaw.



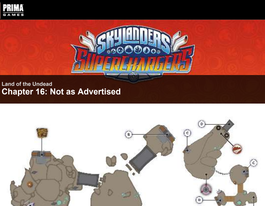
Go through the gate and clear out the Boneheal Chompies that charge over the bridge and the Blaster Caster near the blue pools. Head up the bridge and use the perspective gate to zip across to a nearby island with treasures and a barrel.

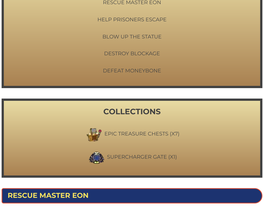
Grab the barrel and hurry back through the gate. After crossing the bridge, detour to the orange line of blasting powder on the ground before setting the barrel in front of the large box marked with the dynamite icon. Open the **Epic Treasure Chest** after the debris settles.



Return through the perspective gate to the platform where you picked up the explosive barrel. Walk toward the Land Vehicle icon at the back of the platform. The first stretch of the track is wide-open where your only concern is collecting Gearbits.

Enemies appear in small numbers and should be dispatched quickly. Stay on the left side after smashing through the second chained gate. There's a narrow road suspended on chains that leads to a **Red Toolbox**. The road ends after you smash down a third chained gate.

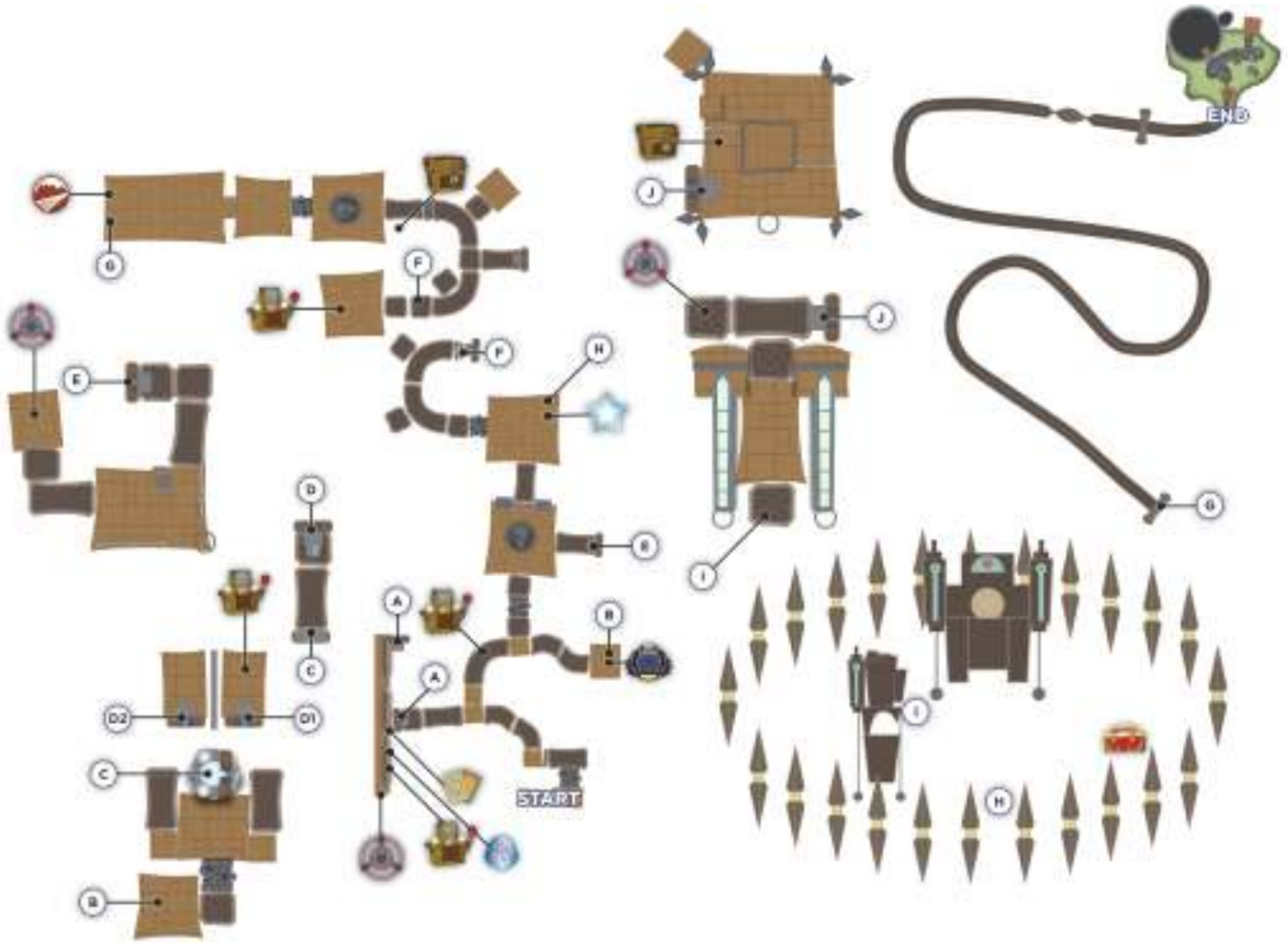




The area beyond the third gate is a vehicular battle area. Stay clear of the green searchlights. If they turn red, get away from them quickly. The flying enemies are Bat-omatons who fire red rockets that you need to avoid. Chop Hoppers here are driven by Chompies and latch on to your vehicle. Shake them off before they can cause too much damage.

Land of the Undead

Chapter 17: Upside Downstairs Overtheres



Check in with the Pit Crew if you have enough Gearbits for an upgrade. At the first intersection in the path, follow the short, straight path to a perspective gate. The gate zips your Skylander to a wall of cell doors, which are guarded by Bonehead Chompies and a Blaster Caster. Two doors open after you eliminate the guards.

The door farther from the gate leads to a cell with Mabu prisoners under the watchful eyes of Spin Offs and a Blaster Caster. More importantly, there's an explosive barrel near the Mabu. Collect the treasures in the room, then carry the barrel out of the cell and into the other opened door.

Drop the explosive barrel next to the large box across from the Skystones Overdrive player. The explosion destroys the box and reveals an **Epic Treasure Chest**. Talk to Luella (the Skystones Overdrive player) and accept her challenge. The first time you defeat her, she hands over the Spellslamzer Skystone.

Return to the Mabu's cell and pick up another explosive barrel. Carry this one back through the perspective gate and follow the curved route at the intersection. Look for a raised platform at the end of a short off-shoot with a box marked with the dynamite icon on it. Inside the box is an **Epic Treasure Chest**.

At the next intersection, ignore the coins on the stairs and continue ahead to a SuperCharger Gate. Reassemble the Gate and step through to enter an area filled with green spotlights and twisty platforms.

The switch near the first perspective gate switches the destination from bottom (the switch's starting setting) to the top. Use the switch once and step through. Cross the bridge and use the perspective gate at the other end. Avoid the spotlights and pick up the explosive barrel.

Hurry back to the switch and (very important!) move close enough to change the controller prompt from the barrel to the switch. Switch the perspective gate destination to the bottom and step through. Go through the perspective gate and drop the barrel in front of the box to reveal another **Epic Treasure Chest**. Collect the other piles of treasure before your return trip through the Gate.

Follow the trail of coins up to the gate with the dynamite icon on it. Go through the nearby perspective Gate to zip over to a walkway that leads downward. There aren't any side paths or doorways here, just green spotlights, Bonehead Chompies, and a Blaster Caster, all guarding an explosive barrel.

Eliminate all the enemies and pick up the barrel. Weave through the green spotlights back to the locked gate. Do a quick trip around the skull emblem set into the floor so the barrel's trail of powder sets off all the fireworks. Look for Gaven and the Sky Star Challenge on the other side of the gate.

Help Prisoners Escape

Mabu prisoners boarded transport ships and are trying to escape Moneybone's prison. Gaven asks for your help in keeping Moneybone's forces from stopping the Mabu.

There are two ships each in the first two groups. Fire on Moneybone's ships to draw them away from the transport ships. When you see a line of floating crystals go red, then the transport in that lane is under attack.

While you're protecting the Mabu, look for a Red Toolbox near the shipping crates in the center of the area. There's a power-up spawn point in the gap of the large building.

Blow Up The Statue

After the second wave escape, fly to the central tower. You need to blow up the statue that sealed off the escape route. Dock at the tower and carry the explosive barrel to the indicated spot near the Blaster Casters. There's also a box nearby with a **Random Reward Object** inside. You might get both with the same blast.

With the statue destroyed, return to your vehicle and protect the third group, which has three ships this time. When they escape safely, you have completed this challenge.

There are side platforms on the curved path past Gaven that allow you to avoid detection by the green spotlights. Bonehead Chompies already claimed the second platform, so you need to clear them out before you can use it safely.

The perspective gate at the end of the curved path leads to the underside of the next path. Follow the path to where it ends, at a **Random Reward Object**. The explosive barrel from the underside of the path is used only to shoot off the fireworks in the area. There are no boxes or gates to open with it.

Backtrack about halfway down the path and use the perspective gate to switch to the top of the path. When you first go topside, follow the lower curve to a platform with an **Epic Treasure Chest**.

After collecting all the treasures in the area, proceed to the topside gate that's guarded by a new enemy known as Spot Bite, along with a few Spin Offs. Spot Bites advance slowly before suddenly leaping forward with an attack that shakes the ground and knocks back Skylanders.

When the gate opens, move ahead to the Land Vehicle icon, where Softpaw pops up again. Jump in a vehicle and avoid everything that glows green on the track. The green spotlights are back, and there are switches that activate green spikes in the road.

The barrels are safe to drive through, but it's better to blast them out of your way. When vehicles loyal to Moneybone appear on the track, destroy them quickly. They're more of a nuisance than a threat but it's best not to take chances. The ride ends at another Land Vehicle icon.

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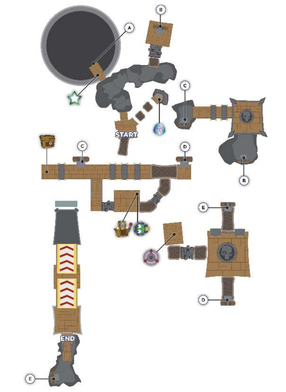
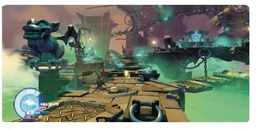
Land of the Undead

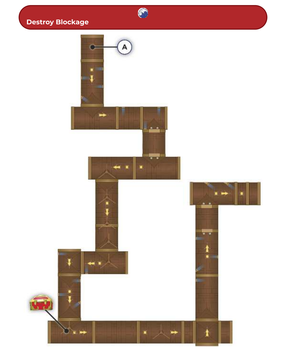
Chapter 18: Eon's Escape



Take the right-hand fork from the starting point and clean up the piles of treasure before following the main path toward Cora and the Sea Star Challenge.

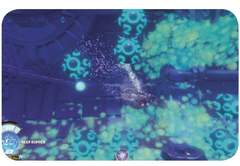


Destroy Blockage



The Mabu need someone to clear the blockage preventing them from riding their watercraft to freedom. There aren't any enemy watercraft to worry about here, but there are mines everywhere. The mines barely move and would be easy to avoid, except for two things: underwater jets and revolving screens that push around your vehicle, and perspective gates.

Passing through the first perspective gate flips your controls. For example, you should press the Jump button to sink instead of rise. A second perspective gate near the blockage you need to destroy returns things to normal.



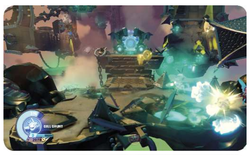
Watch for cylindrical disturbances in the water and note the direction they travel. Before you pass through a disturbance, give yourself some room to maneuver to make it easier to avoid mines. The giant revolving screens don't inflict any damage but they can push your vehicle into mines, or carry mines to your vehicle.

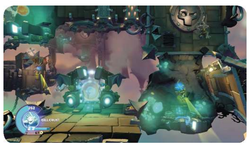
There's a single **Red Toolbox** to find here. It's right where the lowest level starts, so the revolving screens there push your vehicle in the right direction.

The blockage pops up shortly after the second perspective gate. You can't miss it since it blocks the entire pipe. Blast it to bits to clear the way for the Mabu's escape.

If you have enough Gold to buy upgrades, look for Persephone immediately after you clear out a horde of Boneheal Chompies guarding the path to a perspective gate.

The trip through the perspective gate ends with a top-down fight against Spot Bites, Blaster Casters, and Boneheal Chompies.

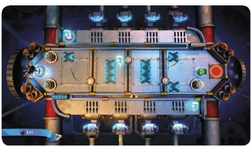




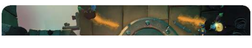
The spike traps here don't follow the typical pattern of popping up and settling down. Instead, the cycle is clear path, spikes pop up, spikes shoot out.

After zipping through the next perspective gate, there are three paths available to you. First, walk over the spike traps nearest the gate toward the **Random Reward Object**.

Return to the perspective gate and clear the debris blocking the bridge. Cross the bridge and take out the Spot Bite at the top of the stone stairs. You must solve a Live Wire Lock to get the **Epic Treasure Chest** here.

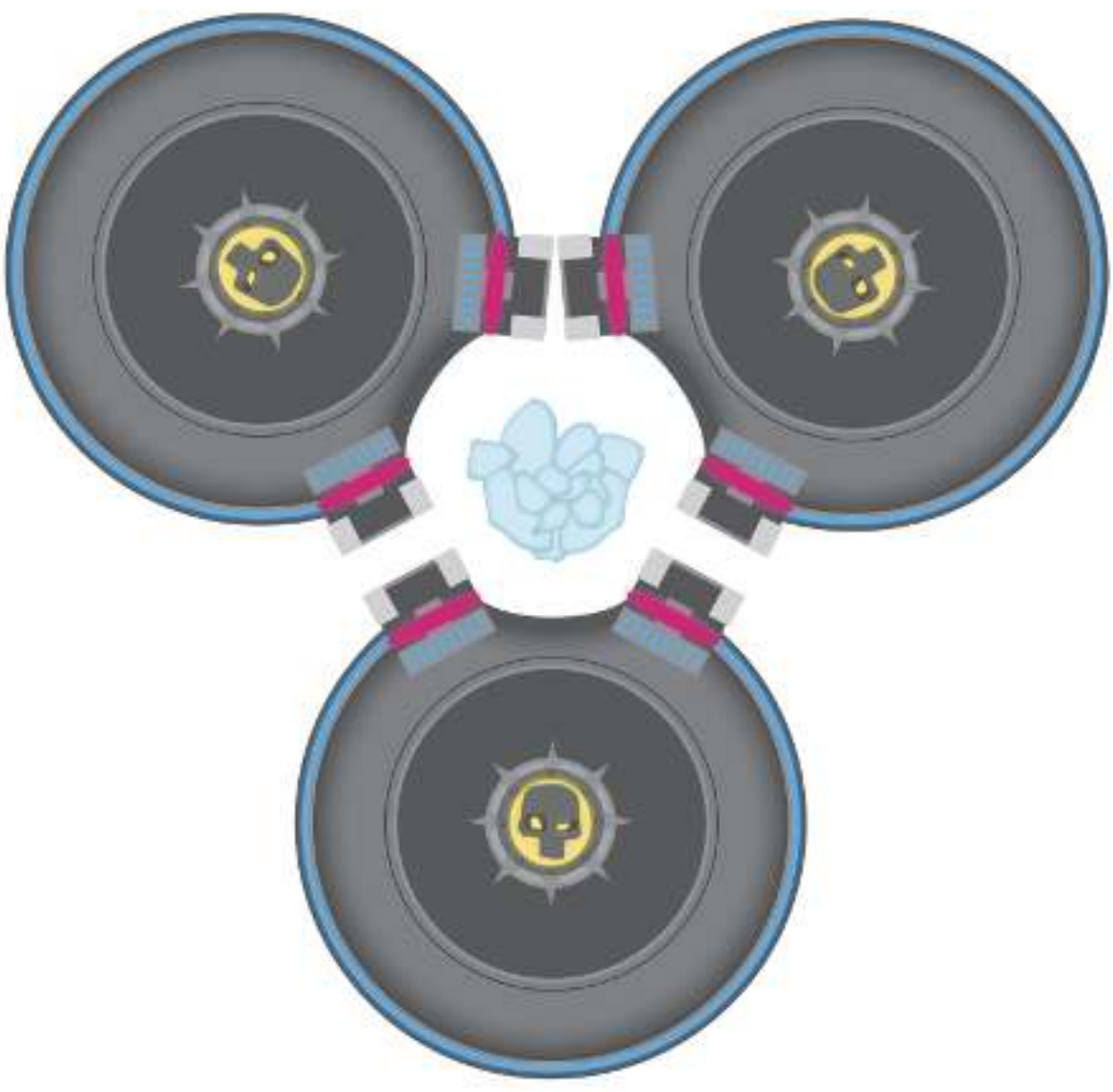


Roll over the red button directly behind the gremlin to drop the nearby gate. The electric arcs move back and forth to block the path. The gremlin doesn't take any damage from touching the arcs, but they do slow him down. Grab the first spark (which presses a second button that drops the gate on the opposite side) and return to the starting point. Avoid the sliding bumpers and conveyor belts while collecting the spark attached to the sliding bumper in the middle of the map. Get the last spark in the same way as the first, then avoid the electric bumpers around the ignition key to open the lock.



Land of the Undead

Chapter 19: Moneyback Guarantee



Defeat Moneybone

Moneybone's main attack is zooming around, leaving a trail of flames behind him. He doesn't turn well while dropping fire, making him an easy target for ranged attacks.

The next ability he shows off is concentric purple rings that damage your vehicle and send it to one of the other areas.

The best way to escape this attack is to drive through one of the perspective gates. It's important to keep in mind during the fight that blue gates are safe, red gates damage your vehicle after refusing to let it pass.

When you're trapped in a different segment of the battle arena than Moneybone, he fires beams at your vehicle, or (after he loses about one-third of his health) sends underlings to attack you. Avoid the beams and destroy the underlings, then jump back to Moneybone's position as soon as the gates start working again.

When Moneybone begins jumping from area to area and Master Eon's encouragement becomes louder, you're close to ending the fight. When Moneybone falls, you get to see it rain Gearbits!

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Land of the Undead

Chapter 20: Reunions

Master Eon's return to Skylander Academy kicks off a round of reunions, including the one between Sharpfin and Pandergast. Speak with Pandergast to get a racing quest. For more information about racing quests, check out the section of this guide that covers Skylander Academy. Speak with Master Eon when you're ready to continue your Adventure.

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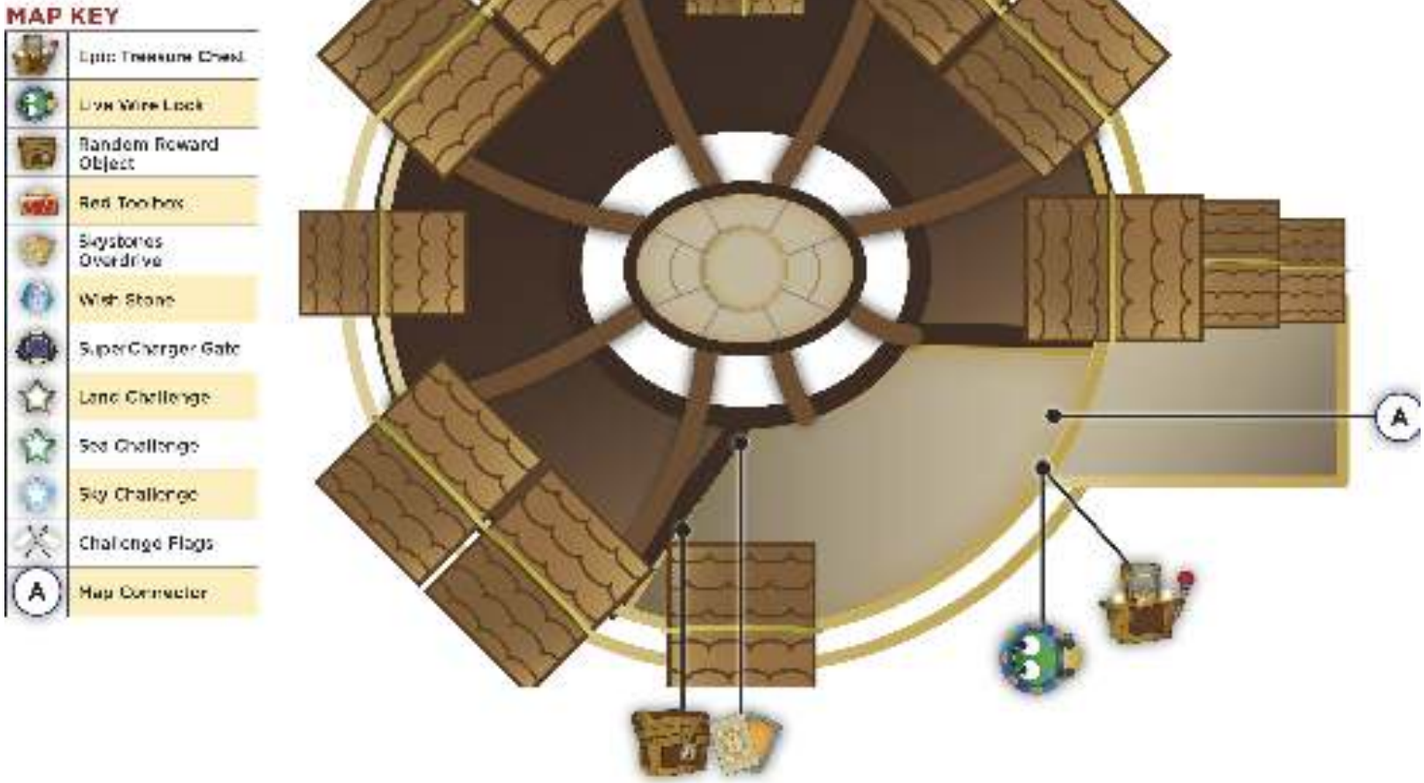
SKYLANDERS SUPERCHARGERS

Battlebrawl Island

Chapter 21: Cast a Deadly Spellslamzer



QUESTS

GET INTO THE ARENA

DEFEAT BRIMSTONE & BOULDERS

DEFEAT THE PIRATES

DEFEAT SPELLSLAMZER

COLLECTIONS

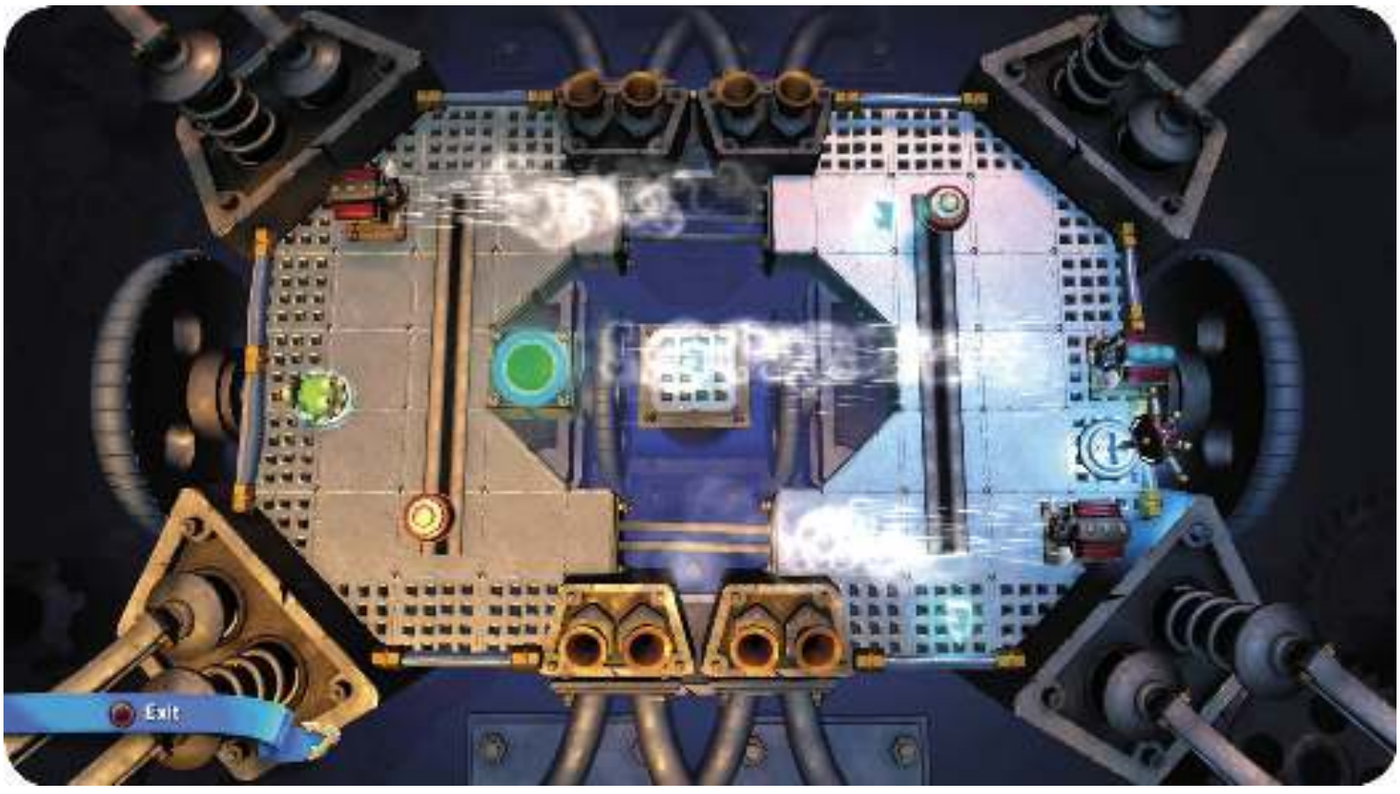
EPIC TREASURE CHESTS (X2)

GET INTO THE ARENA

Before you follow the advice offered by Bubbles, take some time to explore the area. If the Elemental affinity in the area doesn't match your Skylander, speak with Frothy at the back of the room. Don't miss the **Wish Stone** in the cage next to him. If you need some Gold to pay for the Element change, the training dummies drop Gold when hit.

Go through the glowing door just past the training dummies and ascend to the next floor. Go down one step to reach an **Epic Treasure Chest** with a Live Wire Lock.

Use the push from the top fan to jump over the gap. Let the sliding bumper bring the first spark up to the gremlin. Ride the current provided by the second fan back over the gap, through the second spark and over the button that shuts off the center fan. Jump over the gap again and use the sliding bumper to keep the gremlin from being pushed away before reaching the final spark.



Go up the stairs and check in with your friends, including Persephone if you have enough Gold to buy upgrades. There's a Skystones Overdrive player named Derbert next to a **Random Reward Object** at the far end of the room. When you defeat Derbert the first time, you get the Pterashark Skystone.

Go back to the lift room and walk through the swinging doors. Ascend the steps and turn toward the back of the room. There's a narrow path between the table and the wall that leads to another set of swinging doors. Go through the doors and up the steps to reach the **Epic Treasure Chest** you may have noticed at the start of this Chapter.

Return to the kitchen and speak with Shank, who hands over what you need to enter the arena. He also sells three different potion boosters that increase different stats temporarily. The "Chef's Special Surprise" briefly shrinks your Skylander. Take the purple concoction to Crabby to wake him.

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DEFEAT BRIMSTONE AND BOULDERS

Your first fight in the arena is against the dual threat of Fired-Up Frontman and Percussion Pounder. The battle kicks off with Percussion Pounder on the floor and Fired-Up Frontman providing support from a pedestal. Percussion Pounder sends out shockwaves that must be jumped over to avoid taking damage. Fired-Up Frontman summons Bitning Bugs that zip around in straight lines.

With one-third of their health bar gone, Percussion Pounder tags in Fired-Up Frontman. Percussion Pounder returns to a pedestal and drops rocks from the sky. Avoid the red circles when they appear on the arena floor. Fired-Up Frontman uses a flamethrower to burn everything in front of him. He can't move once it starts up, so begin attacking as soon as you're clear of the flames.

When the pair is down to one-third of their health remaining, they return briefly to their pedestals and cover the arena floor with Bitning Bugs and falling rocks.

When they both jump to the floor, the barrage continues and they add their own attacks to the mix. You need to avoid falling rocks, fiery bugs, a flamethrower, and shockwaves while also attacking the duo!

After you finish off Brimstone and Boulders, there's a special Sheep Intermission. Attack the sheep that appear to get them to drop food and valuables. Pick up the Gold but leave as much food as you can. You may need it during the next fight.

DEFEAT THE PIRATES

The next round begins after Captain Bristlestache is introduced. He sends out Pirate Henchmen first, followed by a wave of Grinnades. A second round of Pirate Henchmen are supported by Bomb Brawls, who fire Grinnades from their hand-cannons.

Captain Bristlestache joins the fight next. He carries a cutlass that hits hard but requires a big wind up. When you see his arm go back, move away quickly. Bomb Brawls drop in one at a time to support their captain after he takes some damage. Focus on Captain Bristlestache as much as possible. When his health is depleted, the fight is over.

The next intermission brings back an old acquaintance, the Food Thief. Shoot the Food Thief to get him to drop food everywhere. Hit him for enough damage and he explodes in a shower of valuables. Try to leave as much food as you can for the upcoming fight while you collect the Gold.

DEFEAT SPELLSLAMZER

Now that you're warmed up, it's time for the main event. Spellslamzer begins by summoning mystical blades that run along the ground. Jump over them to avoid taking damage. After only a few hits, Spellslamzer flies apart and summons Spell Punks. This happens often during the fight. The first time, you face an Air Spell Punk and Undead Spellpunk. Undead Spell Punks summon Ghastly Greebles. Air Spell Punks use an air spell to increase the speed of their target.

When Spellslamzer returns, he changes his attack. He emits a beam from his hood that hurts anything in its path. Despite Spellslamzer's height, your Skylanders can't slip underneath it.

Spellslamzer's next move is to change the fight's location to a snowy, outdoor area. Follow the coins to where he's waiting. He uses both of his attacks here at first, then turns into three Spell Punks: an Undead Spell Punk, a Fire Spell Punk (who throws fire), and a Water Spell Punk (who lobs chunks of ice).

Whichever Spell Punk you take out last splits into three additional Spell Punks: Fire, Air, and Life. Life Spell Punks are always your first target since they heal their allies. Spellslamzer returns when the last Spell Punk falls, this time with a new lob attack. Hit him a few times and he sends the fight back to the arena where he puts his new attack to use immediately.

After taking some damage, Spellslamzer changes into four Spell Punks: Air, Fire, Water, and a Magic Spell Punk who turns one of its allies invisible. The final Spell Punk to defeat from that group splits into four additional Spell Punks: Air, Fire, Undead, and Water.

Just when you thought there couldn't possibly be any more Spell Punks left, there's another wave of them. This time the group includes Fire, Life, Magic, and Water Spell Punks. When that group of Spell Punks is defeated, Spellslamzer returns to the fight. He alternates between the lob attack that covers the floor with target circles and the hood beam. He doesn't have much health left at this point, so stay on the move and hit him while he's recovering from using his abilities.

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Battlebrawl Island

Chapter 22: Book Report

Back at Skylander Academy, Ari opens a shop near Pandergast, where you can buy many different items. The store's on-hand inventory is small, but changes often. Check in with Ari every time you return to the Academy. Speak with Master Eon to resume your Adventure.

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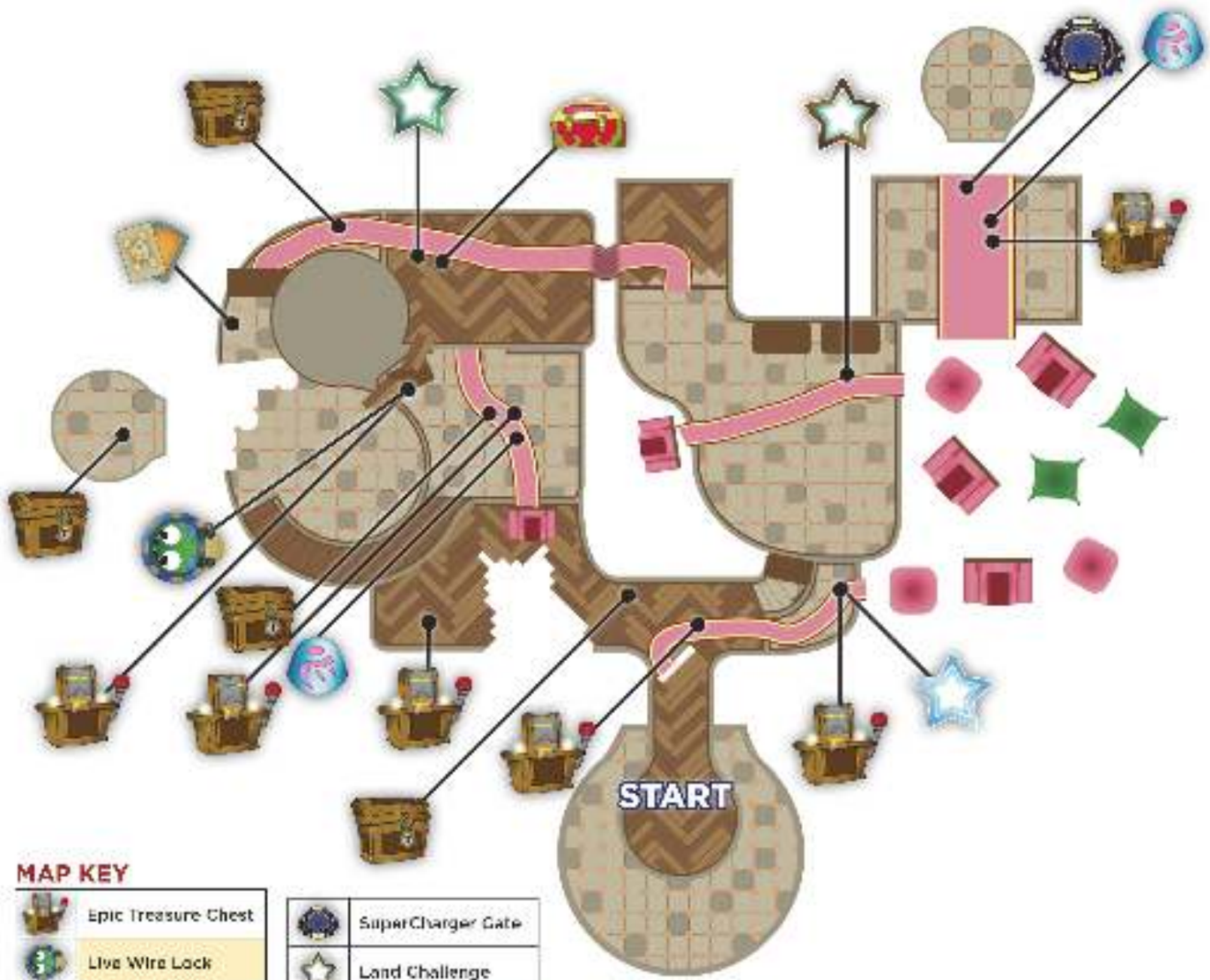
SKYLANDERS SUPERCHARGERS

The Spell Punk Library

Chapter 23: The Spell Punk Library



MAP KEY

Epic Treasure Chest	SuperCharger Gate
Live Wire Lock	Land Challenge
Random Reward Object	Sea Challenge
Red Toolbox	Sky Challenge
Skystones Overdrive	Challenge Flags
Wish Stone	A Map Connector

QUESTS

BIG BOOK OF SECRETS

BOOK 1: THE DARKNESS

BOOK 2: CHARGE OF THE FIRST LIGHT SQUADRON

BOOK 3: THE ANCIENTS PLAN

BOOK 4: THE HYDRA

BOOK 5: THE CORE OF LIGHT

COLLECTIONS

EPIC TREASURE CHESTS (X6)

SUPERCHARGER GATE (X1)

BIG BOOK OF SECRETS: INVESTIGATE THE SPELL PUNK LIBRARY

Most of this chapter takes place within the books found by your friends but there are just as many treasures in the library itself.

TALK TO CALI

There’s no avoiding Cali at the start of the Chapter but if you want to explore first, you can opt out of diving into the pages of the book she found for now.

BOOK 1: THE DARKNESS: GET TO THE TEMPLE

As soon as you gain control of your Skylander, turn around the get the piles of treasure behind the starting point. The bright lights in the area act like jump pads. Jumping on them flings your Skylander high into the air.

In most places, falling from a platform resets your Skylander's position. However, whenever you see coins leading down, follow them and you'll likely find extra treasure. The first line of coins leads to a **Random Reward Object**.

Use the bounce pads to reach the top of the hill. Note the platform that wiggles just before it flips over. You'll see more of these soon.

While Spell Punks put in appearances throughout this Chapter, the main enemy you face is a sword-and-shield melee brawler named Pain Glass. The first one pops up on the other side of the hill. Destroy the crates and collect the treasure before you bounce up to face it. These foes' attacks are a shield bash and a jab with their sword. Ranged attacks work best but you can also wait for them to miss their attack and hit them while they recover.

Flipping platforms aren't too difficult to navigate until you find a few of them in a line. Leap to the first one in line as it is finishing its flip. Jump to the next platform quickly and get to a stable spot as soon as you can. With some practice you can jump up and land on the same flipping platform but it's best to keep moving.

Use the bounce pad past the first pair of flipping platforms to reach a platform above and slightly behind it. It's the first of three flipping platforms that lead to a **Random Reward Object**.

Return to the bounce pad and jump ahead to an encounter with multiple Pain Glass enemies and a Water Spell Punk. The two flipping platforms beyond that encounter lead to a similar fight but with a Life Spell Punk in place of the Water Spell Punk.

Drop off the ledge where you fought the Life Spell Punk. Destroy the boxes underneath the tree to reveal an **Epic Treasure Chest**.

Use the bounce pads to return to the main path and another encounter against Pain Glass enemies and both a Life and a Water Spell Punk. The Temple, and the end of Book 1, is a few jumps and a short walk ahead.

Sharpfin has the next book and the Sky Star Challenge but take some time to explore more of the library. Use the large chair behind Cali to bounce up to the upper level. There's a SuperCharger Gate in a nook beyond the Mabu child. Reassemble the Gate and step through.

Collect the treasure and interact with the book to be sent into another story that opens up with a preview of the area. Note the locations of piles of treasure, a **Wish Stone**, and an **Epic Treasure Chest**.

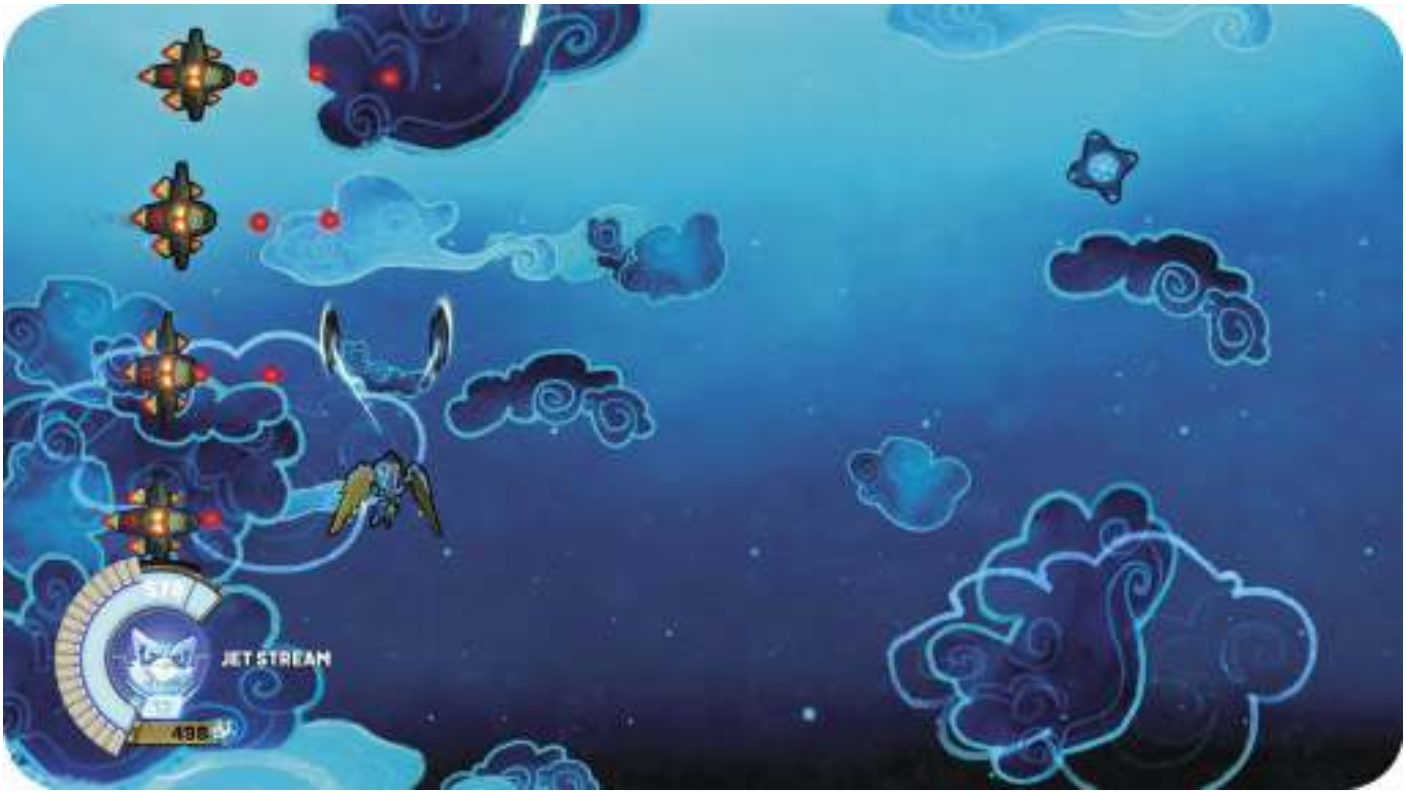
You have two tasks on this map: pick up everything you see and keep ahead of the wheel of background scenery destruction. The Epic Treasure Chest marks the end of the level and the spot where the destruction caused by the wheel ends. The wheel won't destroy the platform with the Epic Treasure Chest.

When you approach Sharpfin, push the shelf behind him to reveal a secret nook. Switch to a Sky Vehicle before you speak with Sharpfin.

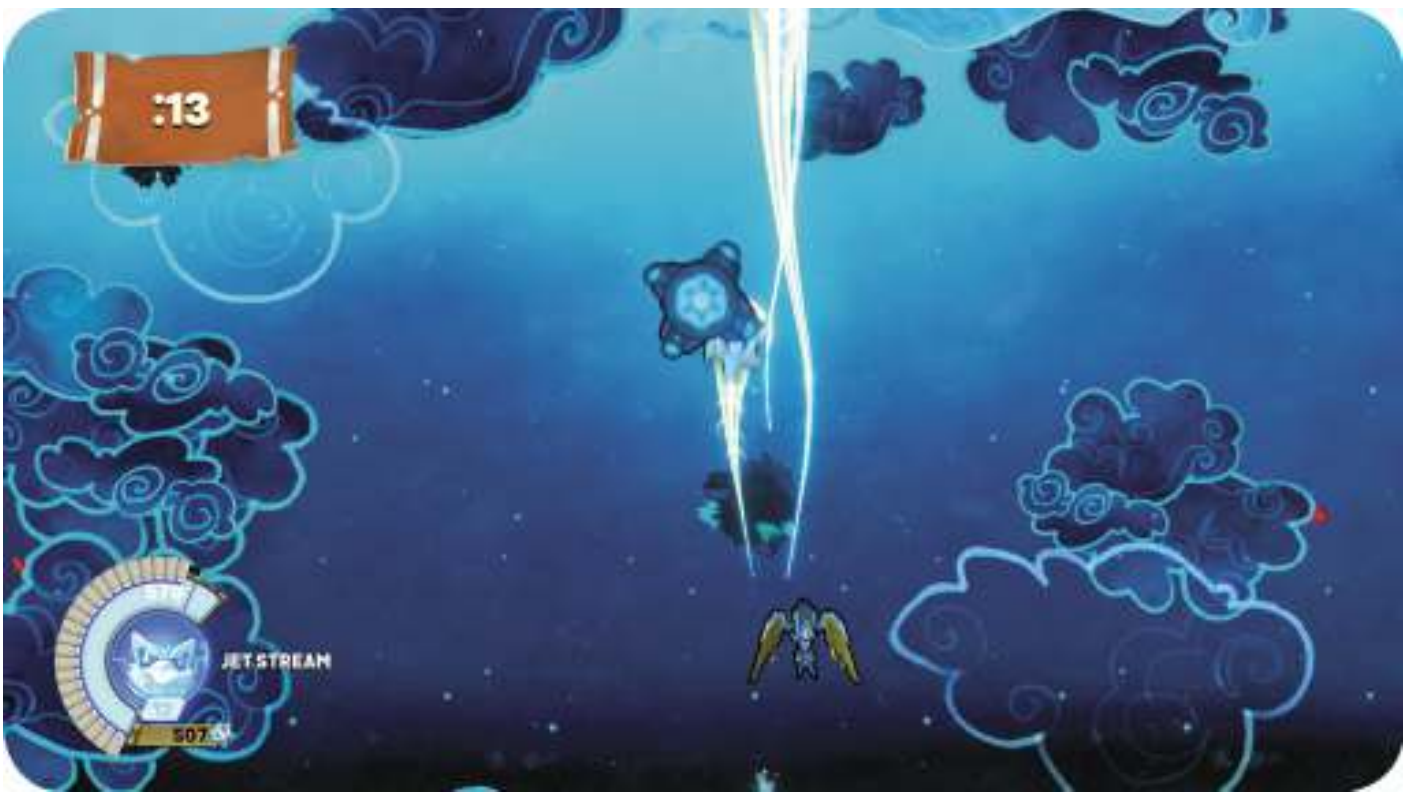
Book 2: Charge Of The First Light Squadron: Destroy The Mothership

The enemies you encounter in the book Sharpfin found fire either round, red bullets in different patterns, or launch missiles that track your vehicle around the screen.

There are small ships and larger ones but they both use bullets or missiles and they're always dark green. The blue objects that appear deliver power-ups after you deal enough damage to them. The larger blue objects that appear with a countdown timer sometimes drop a **Red Toolbox** when destroyed.



When you reach the Darkness Command Ship (the Mothership), get ready to sky dance between unending missile spreads. The Command Ship primarily uses the missiles to attack but its second attack is far more powerful.



When you see the ship begin to glow don't be directly in front of it, it's about to unleash a devastating energy beam. Use barrel rolls to move quickly out of the way. Destroy the power-up pods that appear during the battle and pick up their cargo to make the fight go more smoothly.

Flynn has the next book. Before you meet with the pilot, use the chairs around the library to bounce up to collect coins and reach the tops of bookshelves to discover more treasures. There's a big, pink chair not far from Flynn that acts like a super jump pad. Jump on it and spin around in midair to land atop a floating platform with an **Epic Treasure Chest**. Drop off the side opposite the chest to visit with Persephone.

Push the shelf behind Persephone to reveal Poppy, a Skystones Overdrive player. The first time you defeat her, she hands over the Thunder Tow Skystone.

Stand where the broken staircase ends near Persephone and jump out to a covered alcove that broke away from the rest of the library. There's a **Random Reward Object** there for you to claim.

Look for a Mabu below the spiral staircase near Persephone. There are a few piles of treasure and a book near him. Inspecting the book starts a three round brawl against waves of Pain Glass enemies and Spell Punks.

There are lulls between rounds where food appears so you can restore your Skylander's health. When you complete the last round, a line of coins pops up and leads you to an **Epic Treasure Chest**.

BOOK 3: THE ANCIENTS PLAN: REACH ANCIENT'S PEAK

The book near Flynn is another side-scrolling area filled with Pain Glass, Spell Punks, and treasure. Drop down in the first gap in the path and backtrack a bit to get a **Random Reward Object.**

The Darkness appears and destroys the path, forcing you to go underground to continue. The spiky purple ball at the bottom of the path is called a Creeping Dark. It spits out tiny copies of itself. Both large and small versions are invulnerable so you must avoid touching them.

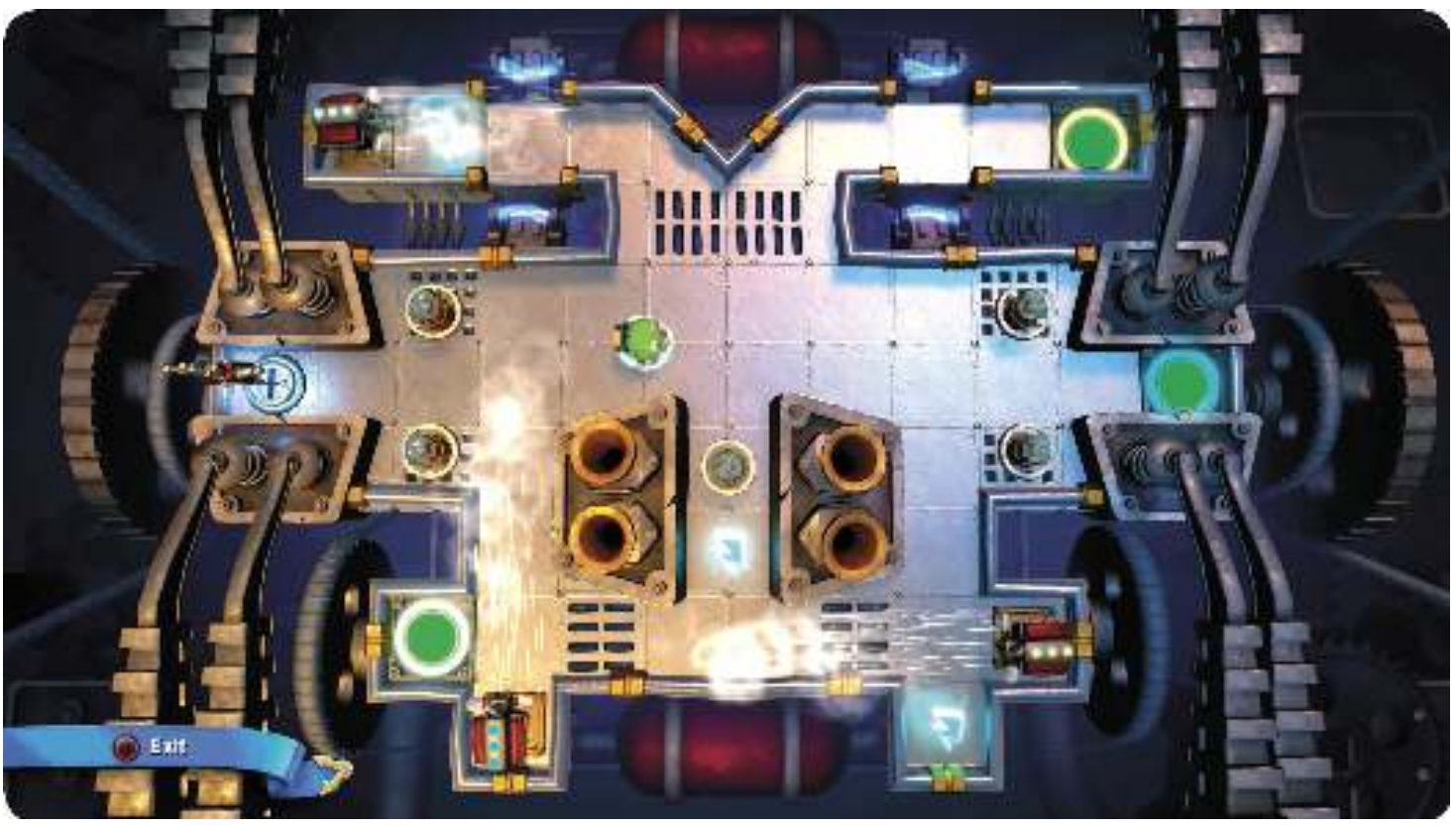
There's a **Wish Stone** on a slightly elevated platform ahead. After you pick it up and move ahead, The Darkness pops up again and changes the map.

Battle past a Pain Glass and Spell Punk but when you come to the next Creeping Dark, jump up to the next level and turn around. The land falls away as you backtrack to a **Random Reward Object**. Return to the trail of coins on the main path and take out the Pain Glass waiting at the end of it.

Follow the trail of coins that curve downward. There's an **Epic Treasure Chest** tucked away in a nook carved in the side of the hill. Use the bounce pad to return to the top path.

When The Darkness pops up again, be ready to tackle a large group of enemies. Spell Punks are everywhere, including Life Spell Punks. Hunt them down first to make the fight go faster. Move past this last fight to reach Ancient's Peak.

Back in library, push the shelf behind Flynn to reveal a Live Wire Lock on an **Epic Treasure Chest**. Drive straight ahead over the button to shut off the bottom left fan. The button in the top left shuts off the fan on the bottom right. With that fan off, grab the two sparks closer to the bottom of the puzzle. The button in the bottom left shuts off the final fan and allows you to pick up the last spark.



Mags has the next book and you need to use a Sea Vehicle to enter it. Before you start on the Sea Star Challenge, push the shelf near Mags to reveal a **Random Reward Object.**

The Spell Punk Library

Chapter 24: Feathered Friends

With everyone gathered back at Skylanders Academy, more old friends join the cause. Tessa soars in on Whiskers with some news. Cali sends you to speak with Master Eon to learn more about Portal Master ranks. Hugo appears shortly after your lesson and sends you to Flynn to start the search for LeFuzzBottom.

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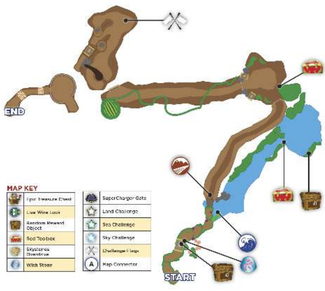
Gadfly Glades

Chapter 25: A Teensy Problem



QUESTS

SAVE THE TWITTERPILLARS

SHUT OFF THE WATER

RESCUE POMFREY

COLLECTIONS

EPIC TREASURE CHESTS (X6)

SUPERCHARGER GATE (X1)

Finding a retired author is like finding a single book in an overstuffed bookcase; it's doable, but it's going to take some work. Your best lead is that the writer retired to Gadfly Glades.

SHRUNK DOWN TO SIZE

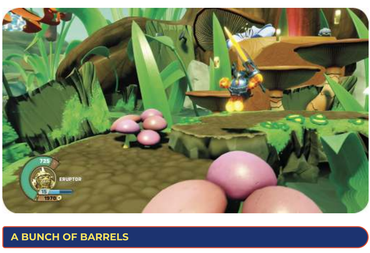
Look around the area where you enter Gadfly Glades and get your bearings. Climb up the small hill above you and look for a cage that's filled with enemies. There is a Coodle Trap and a pile of Flea Jumpers inside of it. Battle this modest group, and use attacks that hit the entire cluster of targets if your Skylander has anything like that. You'll make quick work of everything.

Next, pass through the cage and take a detour at the bottom of the path to find a whole pile of free experience. Use the mushrooms to bounce up to a green ledge where there's a **Random Reward Object**. Claim it before you return to the path. There are more Fleas on the way, but they don't have much punch when they're by themselves.

At the end of the path there are land and sea vehicle areas. The sea path is on the right; take care of that first if you have a sea vehicle ready. Get into that and explore the friendly waters.

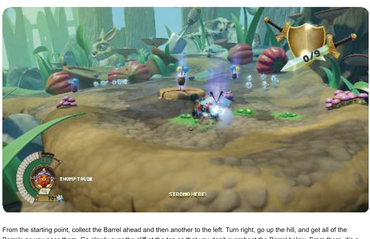
A small section of land on the right side has a **Random Reward Object**. See what you find in there. Make sure to grab the **Red Toolbox** in the submerged hollow tree trunk. After grabbing that, return to your ship and sail to the land on the other side of the small lake. Disembark and switch to a land vehicle.

Ride through the mountain passes while the local animals leap at you. Fire your weapons to keep them at bay while collecting all of the Gearbits in the area, along with a **Red Toolbox**, and destroy all of your targets to unlock the gate ahead.



A BUNCH OF BARRELS

Follow the path and you soon arrive at an arena. There is a Racing Challenge here with nine Barrels. This one is easily accomplished if you go slowly and steadily through it and don't mess up any of your jumps. Trying to get it done too quickly can actually be a bigger problem.



From the starting point, collect the Barrel ahead and then another to the left. Turn right, go up the hill, and get all of the Barrels as you pass them. Go slowly over the cliff at the top so that you don't overshoot the Barrel below. From there, it's a simple run over another cliff and down to the end of the challenge. It might take a practice run or two, but you can do this without many problems.

A bridge at the top of the arena leads toward a major battle. Ride up there and prepare yourself. You must deal with quite a few enemies while your much larger adversary tries to stomp on your vehicle. Stay mobile to avoid quite a bit of the damage, and attack the enemies in between stomps. The way out opens once you've defeated enough targets.

To help, there are also buffs in the lower-left side of the new arena, so grab those when you're in need of them.

Drive out of there as soon as the fight ends and race to safety. You soon have to leave your vehicle behind and proceed on foot.

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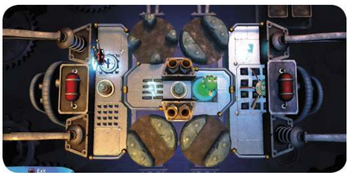
Gadfly Glades

Chapter 26: Fungi Funhouse

To the right is a free pile of treasure and a small cave. Look in the cave for additional goodies, and you can customize your Skylander while you're there, if you have a bunch of spare cash burning a hole in your pocket.

At the top of the cave is a Live Wire Lock! Move the Gremlin into the gear on your left and move to that side of the screen to get the first Spark. Return, using the cogs, but stop to press the button in the middle of the screen. Once it's red, the gear on your right changes direction. This allows you to ride it to the upper section of the map.

From here, you get the second Spark and can very easily ride more cogs to get the third Spark and then reach the end of the challenge.



Get your prize and then go back outside. Follow the path up a few bouncy mushrooms, and fight the variety of insects over the next jump. It's a pitched battle, but none of the enemies are especially tough by themselves.

Look on the lower tier of the area after your fight ends. Break the Star below for a wealth of gold coins. There is also a **Random Reward Object** down by the water. You get even more goodies if you continue to the right and search for a cave entrance; it's along a tall cliff. Go inside and play Skylanes Overdrive and search the cave for a **Random Reward Object**. Collect everything you can and then leave.

Go along the waterfront to the left and get into a Sea Vehicle.

Save The Twitterpillars

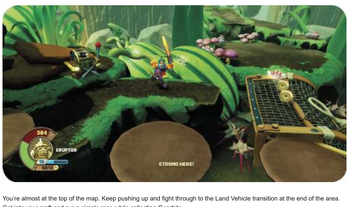
There are five Twitterpillars in the water. Ride around and free them by jumping onto their lily pads. There isn't much to worry about, so take your time and explore. There is a gear to the left that triggers a huge number of Gearbits. Collect those. Then look for a **Red Toolbox** in the upper left, and a cave up top that has the only hidden Twitterpillar.

Save all of the little fellows to get your Sea Star. Land when you're done and talk to the people you saved.

Next, go hunting for an **Epic Treasure Chest** that is on a tall pillar to the right. Use the bouncing mushrooms to get up to it.

Keep going to the right, and look for a path that takes you to a SuperCharger Gate. Go through it and do some quick fighting to earn a Wish Stone (on the left side of the new region), and then an **Epic Treasure Chest** at the end. You need to finish a big fight to unlock that one, so keep one of your tougher Skylanders at the ready before going into the portal.

A second portal takes you back to where you were in the main section of the map. Get back to the central path and search for a third Epic Treasure Chest on the ledges above you. It doesn't have more than a guard or two, so it's easy pickings. Bounce off of mushrooms to the left to get up really high. One more **Epic Treasure Chest** is there too.



You're almost at the top of the map. Keep pushing up and fight through to the Land Vehicle transition at the end of the area. Get into your craft and run a simple race while collecting Gearbits.

Afterward, you land in an arena and have to fight a mighty Bee Boss to earn a **Red Toolbox**.

BEAT THE BEE

The boss here has high health and plenty of buzzing minions. There are buffs above the ramps on the right, but wait to get those until later in the battle when you really need them. At first, stay at medium range and lay into the boss with your weapons. His damage output isn't very high, so it's the sustained nature of the fight that threatens you.

Once you beat the boss, collect its reward, and then finish off any bees left in the arena to unlock the gate. Drive to the exit and disembark into the next chapter.

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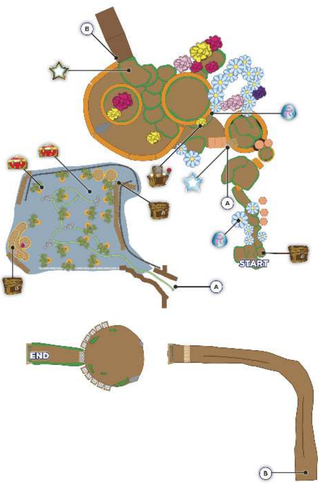
Gadfly Glades

Chapter 27: Waterdrop Way



Now that you're in Waterdrop Way you can take a moment to catch your breath. Upgrade or customize your vehicle and Skylander near the entrance, and then drop down to the right side of the path for a **Random Reward Object**.

A bouncy flower is on that lower path as well. You can get back onto the main path by jumping up from there.

A few enemies attack as you go through the area ahead. Beat down your opponents as you climb up the hills.

Flooded Franny is close by. She'll task your hero with saving a village that is being threatened. Help her out and be a hero.

RAINDROPS ARE FALLING ON YOUR HEAD

This area is a bit moist, and the droplets of water that fall periodically can pin you in place for a few moments. Shake the control stick to break out of this if you can't avoid the drops outright. Be especially careful to watch for these and avoid them during battle, when it's costly to get stuck in place.

A Sky Star Challenge is here. Get in your craft and fly around the garden, shutting off the water by attacking four hosebibs.

Shut Off The Water

Don't neglect the landing pads that are in here. Make quick stops to gather up the piles of Gearbits that are left in a couple of locations. It's quite profitable. Also, scour the floor of the area for two **Red Toolboxes.**

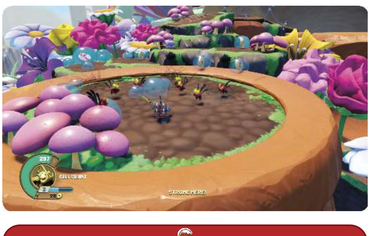
Attack all of the hosebibs until they're destroyed. This takes you back to Franny, who rewards you with a Star. Take the path of flowers to the right. They go around to a **Wish Stone** on the lower route.

Above, there is a larger platform. Climb up and go through a heavy skirmish against Fleas and their bigger buddies. The latter section of the fight can be tough if you haven't leveled up your current hero. Dodge the Toxic Tushie's charge attacks, and watch out for the poisonous spots they leave on the ground. Don't stand in those if you enjoy living!

Drop off the left side of the platform to unlock an **Epic Treasure Chest**. You can spot it from above, so it's not hard to find if you look for it.

Bounce back to the upper tier at the end of the lower path, and then continue forward until you reach the Land Star Challenge. Rev your engine and get ready to go!

The simple track quickly takes you to a battle arena against a legion of foes.



Rescue Pomfrey

The last quest in this part of the game is to save Pomfrey. You only have one more battle before this is a done deal, but it's a very long one. You land in an arena and have to drive around avoiding the dreaded foot of doom again, but this time there are waves of enemies that keep coming.

Always stay in motion. This avoids almost all of the stomps quite easily, and that's a huge amount of damage and disruption that you won't have to worry about.

To make the fight even easier, drive close to the enemies when you see the shadow of the foot moving over your vehicle. Once it locks on (and stops moving), drive quickly away and let the foot smash your opponents. Why fight everyone the slow way?

Ditch the arena as soon as the last enemy falls. Drive out of the area and watch the next scene as you return to the Academy.

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Cap'n Cluck's Chicken HQ

Chapter 28: Cap'n Cluck's Chicken HQ

QUESTS

POPPED SECRET

DROP FEED IN WATER SUPPLY

DEFEAT COCKADOODLEDOOM

GET THROUGH CLUCK'S OFFICE

COLLECTIONS

EPIC TREASURE CHESTS (X7)

SUPERCHARGER GATE (X1)

You get some well-deserved time off back at the Academy. Spend your Gold and Gearbits, and make a new friend? Frenemy? Something.

Talk to the Troll that shows up and see what he has to say. As a peace offering, he'll give you a very nice punching bag. This is a legendary treasure! If you haven't taken the time to set these up before, try that now. Place the Kaos Punching Bag somewhere accessible and try hitting it a few times. Pretty cool, eh?

Go talk to Eon after that, at the center of the Academy. He gives you a few ideas about what to do next in your battle against Kaos.

Do anything that you'd like before leaving the Academy, and then ask Flynn to fly you out to Cap'n Cluck's Chicken HQ when you're done.

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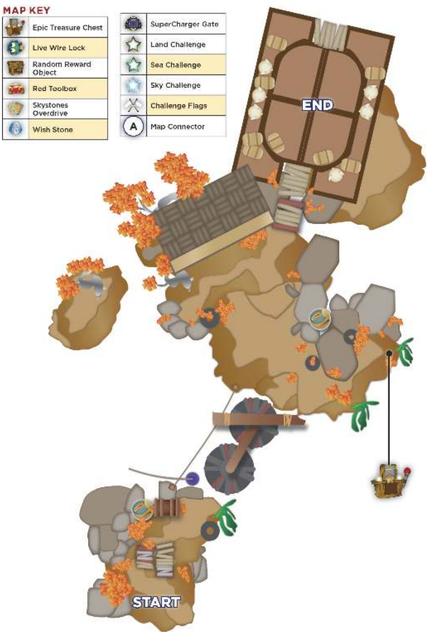
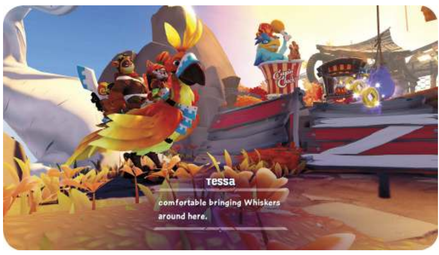
Cap'n Cluck's Chicken HQ

Chapter 29: Fowl Play



Flynn flies you deep into chicken territory. You land near a booth that is manned by someone named Scooter. Talk to him to find out about the way things change around here. Some get much bigger. Others get smaller. Whenever you see something with a purple glow to it, approach and either shrink or enlarge whatever you're facing.

Try this out on the counterweight that is right next to the booth. It falls, lifting up the platform that is on the other side of its pulley. You can now cross into the main portion of the map.



Jump over two rotating platforms while avoiding enemy attacks. Enlarge the containers of chicken along the way, and then destroy them for extra goodies. When you arrive on proper land again, look for a small, hidden path on the right. This leads to an **Epic Treasure Chest.**

Go back to the main path and fight off a few mechanical chickens. They're armed with ranged weapons and can attack even without having line of sight against you. Close-range, fast Skylanders are the most effective here because you can get in there and trash the mechanical chickens before they have a chance to give you much trouble.

Another way to mess with these guys is to enlarge the items they're throwing at you. This squishes your opponents quite comically.

Clear the area and then look for a puzzle ahead. There is a chicken that you have to get out of its pen. To do this, alter the bag on the right to toss the chicken across the upper ledge. Use the left bag next to rotate the chicken a couple of times until it's ready to be moved by the second gear. For that, go back to the bag on the right and use it again to push the chicken out of the pen. Nice and easy.

Take the only way forward through the feeding area and into a small arena. You're met by an enemy that knows you well. He's been preparing for your arrival (and hoping for your departure)!

A fight breaks out. A Hammerhead bashes at you without much preamble. Shrink its hammer when the enemy is about to attack. This makes the fight quite simple. The little hammers don't do much damage, making the Hammerheads relatively useless.

A weak wave of enemies rushes you next. They're absolutely no threat unless you Enlarge them. Just wade through the mess.

You then have to deal with mechanical chickens and Hammerheads together. That's the real meat of this encounter. Shrink the hammers and enlarge the explosives for these foes, and watch them dwindle. This is especially effective when the mechanical chickens are close to other targets, because they drop their weapons onto anything close by!

Cluck, the leader of the group, isn't willing to fight you yet. He drops you into a pit instead, ending the encounter. Try to get as much treasure as possible while you're falling.

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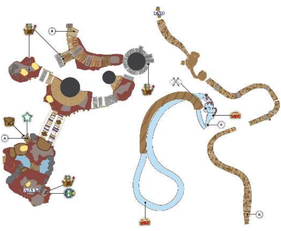
Cap'n Cluck's Chicken HQ

Chapter 30: Running Afowl



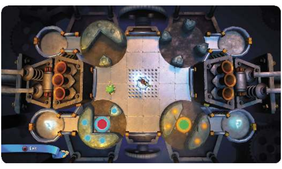
It's rude to get dumped down a shaft without any say in the matter, but you're going to get payback soon enough. Walk down and to the right side of the next area. There is a Live Wire Lock close by, and those are always nice. Use it to get an **Epic Treasure Chest**.

The first Spark is simple. Go through a cog and then into another along the upper-left side of the screen. Collect your Spark and go back to the middle.

Active the button in the lower-left to get that cog rotating. It'll get you to the second Spark in no time. The last Spark is the toughest. Get onto its cog and then press the green button to stop the cog when it's almost into position for you to get the Spark. You need time to accelerate, so don't line up the cog perfectly; give yourself maybe a quarter-rotation of the circle to get moving.

Once you have all three Sparks, back up and leave the puzzle.

Explore for a bit, and talk to the guy in the booth a short distance ahead. He'll point you toward a Sea Star Challenge. Grab a Sea Vehicle and start when you're ready.



Drop Feed In Water Supply

At first, it doesn't look like you can get very far in the Sea Star Challenge because the water levels aren't very high. You can't get to the higher areas, and boats don't exactly jump. Or do they?

Enlarge the pipes on the left to create major waterspouts. Leap using the one nearby onto a higher area and search for a small passage on the right. That gets you a **Red Toolbox** without taking more than a few seconds of your time. Grab that, and then keep heading up through the waterlocks.

For a fun diversion, let's break some barrels. The Challenge Flags are on the left side of the third tier. They'll spawn seven Barrels for you to smash.

Get the two Barrels on your current level and drop down one tier. Use the waterspout there to get a third one soon after. Drive to the right for the fourth one before you go down to the lowest level.

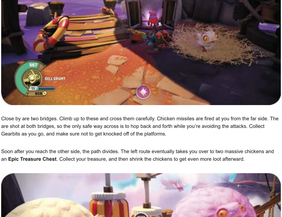
Drop to the bottom and get the final three Barrels. One is near the area where you drop down (it's inside the next waterspout). Go down from there for the sixth, and then to the right for the last one. You have plenty of time, so knowing where to go makes this much easier.

Shrink the valve on the third tier to stop the massive influx of water that prevents your ship from continuing. Push to the top next, and park your craft next to the land. Hop over a few crates and enlarge the valves there. Return using the same crates, but they'll let you get higher now.

Approach the end of the area, continuing to manipulate the valves as you go. The final system lets you launch things off of a rotating platform. It's pretty hilarious, and it also lets you finish your mission down here.

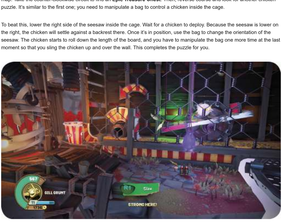
Take your ship back to the main map, but hang on the right side of the tunnel out; there is a **Red Toolbox** on the way.

Getting that challenge was a good idea. Not only was it a heroic act, but you get a prize shortly after returning to the main map. Shrink the massive chicken that blocks your way, and then repeat that when you get back to the booth. The chicken on the other side blocks the **Random Reward Object.**



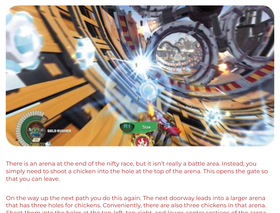
Close by are two bridges. Climb up to these and cross them carefully. Chicken missiles are fired at you from the far side. The are shot at both bridges, so the only safe way across is to hop back and forth while you're avoiding the attacks. Collect Gearbits as you go, and make sure not to get knocked off of the platforms.

Soon after you reach the other side, the path divides. The left route eventually takes you over to two massive chickens and an **Epic Treasure Chest**. Collect your treasure, and then shrink the chickens to get even more loot afterward.



Go back to the split in the path, and take the route on the right. This passes through mechanical chicken territory. Continue using enlarge to make their lives short and difficult, and continue onward toward a rotating platform by the right end of the map. Take the counter-clockwise circuit to find an **Epic Treasure Chest**. Then, reverse course and look for another chicken puzzle. It's similar to the first one; you need to manipulate a bag to control a chicken inside the cage.

To beat this, lower the right side of the seesaw inside the cage. Wait for a chicken to deploy. Because the seesaw is lower on the right, the chicken will settle against a backrest there. Once it's in position, use the bag to change the orientation of the seesaw. The chicken starts to roll down the length of the board, and you have to manipulate the bag one more time at the last moment so that you sling the chicken up and over the wall. This completes the puzzle for you.



Walk left, along the path and try to dodge all of the chicken cannons that are aligned against you. Look for a small route that breaks farther left and down from the main area. This gets you some food, but more importantly it reveals a series of boards that lead up. Climb them to find an **Epic Treasure Chest.** Take the contents and finish taking the main road out of this area.

You see Rusty, another booth worker. Talk to him and then get into a land vehicle. You have some work to do!

Chicken Shoot

Drive along the long raceway that leads toward Cluck's next ambush. There are very few targets, so this is primarily a great time to collect Gearbits (and there are so many of them that it's awesome for your upgrades).

There is an arena at the end of the nifty race, but it isn't really a battle area. Instead, you simply need to shoot a chicken into the hole at the top of the arena. This opens the gate so that you can leave.

On the way up the next path you do this again. The next doorway leads into a larger arena that has three holes for chickens. Conveniently, there are also three chickens in that arena. Shoot them into the holes at the top-left, top-right, and lower-center sections of the arena. The only tricky one is the center hole because you have to push your chicken a fair distance. Don't attack it constantly. Instead, wait and carefully make attacks when they're going to push the chicken in the best direction to get it closer to the hole. This is another time when going slowly actually gets the job done well.

As soon as you finish, you leave the area and start the next chapter.

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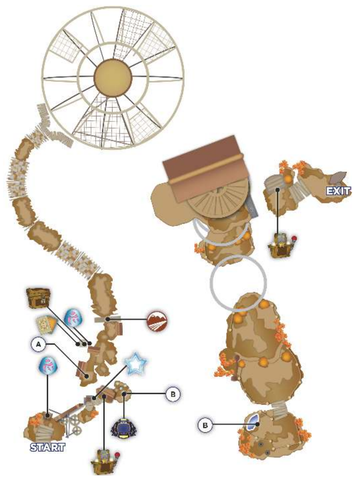
SKYLANDERS SUPERCHARGERS

Cap'n Cluck's Chicken HQ

Chapter 31: Cuckoo's Nest



Walk up to a booth at the beginning of the next level. Talk to the worker inside, and then enlarge the buckets of food to your left. Use those to hop on top of the booth and collect a **Wish Stone** before you leave.

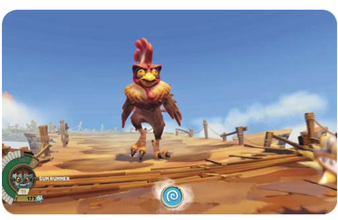
Enlarge the counterweight on the right to expose a few large platforms and use those to cross over to the ledges beyond. You won't have to do any fighting here (yet). The path takes you over to an Sky Star Challenge before continuing on. Stop there for a moment, and let's get this challenge done right.

Defeat CockadoodleDoom

Get into your Sky Vehicle and get moving quickly. A very, VERY large chicken is on your tail. It's called CockadoodleDoom, and you don't get a name like that by being nice to your neighbors.

The first part of this challenge is interesting because it gives you an odd perspective. Look back over your shoulder to watch the chicken pursue your ship. Dodge from side to side to avoid its eggs, and stay well above the ground while avoiding its quake attacks.

When you get to the main arena, look along the route to the left. There is a Red Toolbox there, lower down and close to the walls.

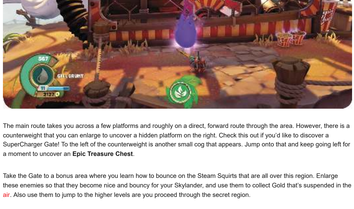


With that in hand, turn on CockadoodleDoom and blow him away. Fire during your approach, veer off, and make additional passes until he releases his fleet of flying allies. Turn your guns on them to destroy that wave of attackers, and use your Barrel Roll to avoid as much damage as possible when anyone gets on your tail.

The boss occasionally summons Shield Ships to give itself invulnerability. Turn your full attention onto these each time they show up, because you can't do anything to CockadoodleDoom until the Shield Ships are destroyed.

To make your attacks on the boss even more deadly, destroy some of the balloons with chests that are around the arena. Some of these have buffs, including a few with Invulnerability. With that to protect you, it's easy to fly slowly toward the boss and shoot at it with impunity. Take him down to complete the challenge.

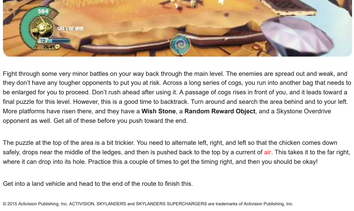
Get back on your feet and approach another chicken puzzle. This one is intellectually easy, but it requires good timing. Use the seesaw to carefully balance the chicken until you can slowly roll it onto the platform that is moving back and forth underneath the seesaw. Roll it onto that platform on the right side, and you can watch as the chicken gets dispatched into its hole. This opens the way for your Skylander to proceed.



The main route takes you across a few platforms and roughly on a direct, forward route through the area. However, there is a counterweight that you can enlarge to uncover a hidden platform on the right. Check this out if you'd like to discover a SuperCharger Gate! To the left of the counterweight is another small cog that appears. Jump onto that and keep going left for a moment to uncover an **Epic Treasure Chest**.

Take the Gate to a bonus area where you learn how to bounce on the Steam Squirts that are all over this region. Enlarge these enemies so that they become nice and bouncy for your Skylander, and use them to collect Gold that's suspended in the air. Also use them to jump to the higher levels are you proceed through the secret region.

At the top of the route is a chicken puzzle. Enlarge a Steam Squirt so that the chicken happily bounces to the right side of the coop. That lets you get to the bonus area, where there is an **Epic Treasure Chest.**



Fight through some very minor battles on your way back through the main level. The enemies are spread out and weak, and they don't have any tougher opponents to put you at risk. Across a long series of cogs, you run into another bag that needs to be enlarged for you to proceed. Don't rush ahead after using it. A passage of cogs rises in front of you, and it leads toward a final puzzle for this level. However, this is a good time to backtrack. Turn around and search the area behind and to your left. More platforms have risen there, and they have a **Wish Stone**, a **Random Reward Object**, and a Skystone Overdrive opponent as well. Get all of these before you push toward the end.

The puzzle at the top of the area is a bit trickier. You need to alternate left, right, and left so that the chicken comes down safely, drops near the middle of the ledges, and then is pushed back to the top by a current of air. This takes it to the far right, where it can drop into its hole. Practice this a couple of times to get the timing right, and then you should be okay!

Get into a land vehicle and head to the end of the route to finish this.

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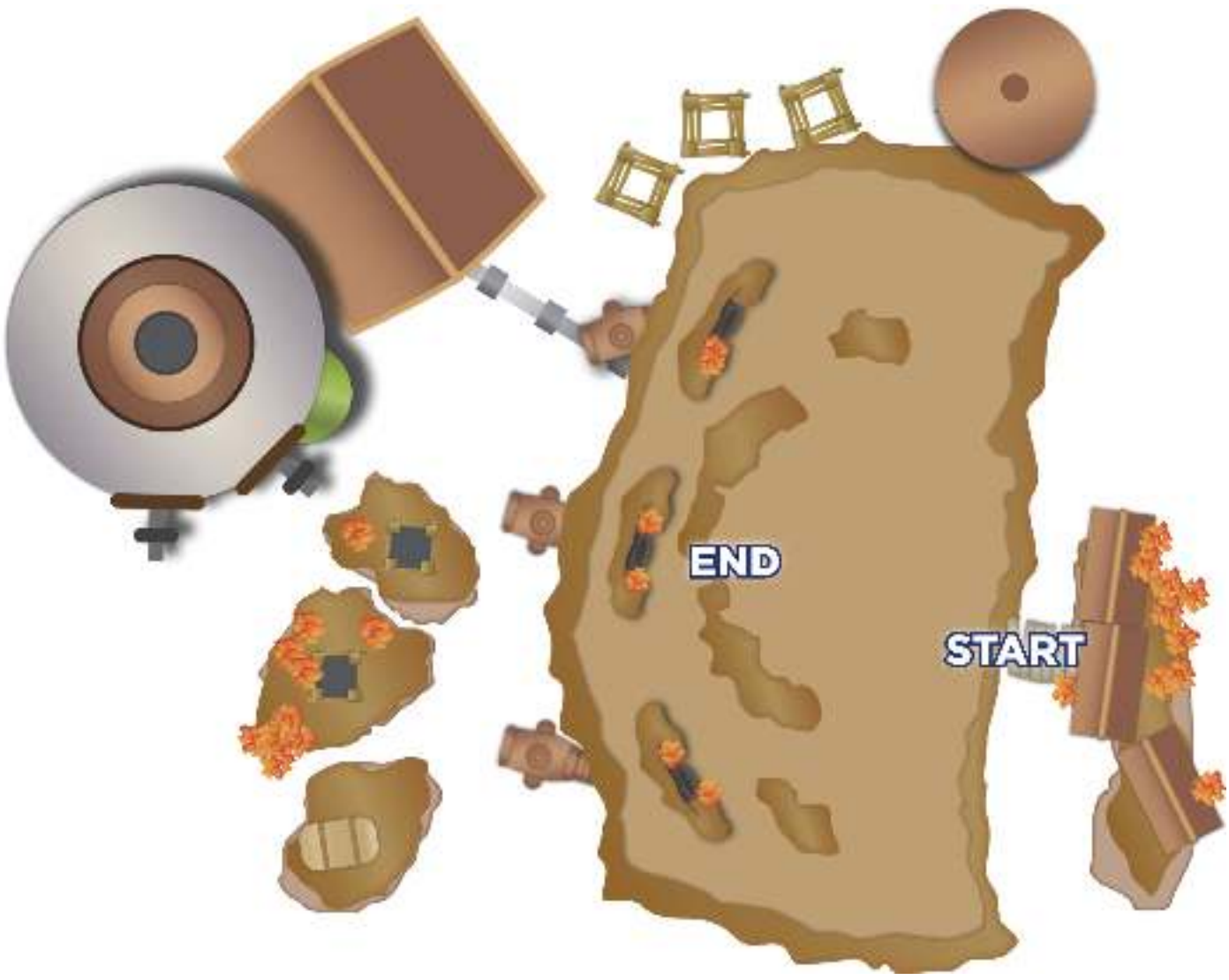
Cap'n Cluck's Chicken HQ

Chapter 32: Big Boss Cluck



Cluck won't let this go, so you get a chance to really take it to him here. Use your land vehicle to roll chickens into the marked holes on the far end of the arena. There are three holes, but they won't all be active at the same time, so watch the arrows carefully.

Use a steady hand here. You should push the chickens gently and let them guide themselves into the holes; they'll pull themselves in if you get anywhere close!

Should you overshoot and send any of the chickens up the hill, push extra hard. The momentum takes them high on the hill, causing them to roll down harder and thus be easier to reposition. Don't go up onto the hill after them because this takes too much time and leaves you exposed while you're doing it.

That's all that you need to do to defeat Cluck. He'll attack with ranged weapons and minions, but staying mobile avoids most of this danger. Don't stop to engage any of the attackers; it's not necessary for winning the fight. Useless fighting just causes you to take more damage.

Land Vehicles with a continuous attack, such as Hot Streak, are amazing here, but any of the crafts will do if you follow our tips. Have a good time putting Cluck in his place!

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Monstrous Isles

Chapter 33: Monstrous Isles

QUESTS

DESTROY CLAM BUNKERS

CATCH BEACHCOMBER

DESTROY SANDCASTLES

COLLECTIBLES

EPIC TREASURE CHESTS (X4)

SUPERCHARGER GATE (X1)

You're back in the Academy. Talk to Hugo; he'll talk to you about the Wishing Well. That's where you throw Wish Stones that you find while exploring the world. You probably have a decent collection of them by now. See what you can get by throwing them into the Wishing Well!

You can get Hats, Soul Gems, Winged Sapphires, Kaos Diaries, Skystones, and other cool goodies from the well. Enjoy your prizes, and then talk to Flynn to head to the Monstrous Isles.

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Monstrous Isles

Chapter 34: The Last Resort

You arrive in the Monstrous Isles without much time to go sightseeing. Trolls have already figured out that you're here, and they're coming to rough you up. Fight off a small group of them, and then use the Kolossal Kernel that Whiskers brought to give yourself a big boost. That's going to help tremendously when dealing with the massive beasts of these islands.

You grow as big as the sky and can bash Trolls like they're made of paper. Try out your attacks while walking forward, and search a small island on the right for a **Random Reward Object**.

Now you get to destroy an entire town. Charge the Troll settlement to the north and bash everything into the ground. Collect piles and piles of Gold, and look for a heat vent on the right side. Jump up there to get a great view and even more treasure. When you move around the left side of the mountain, hug the cliff walls and look for a tiny path. This snakes around to a place with a **Wish Stone** to steal. Make sure to take that before you leave.

Get into a land vehicle at the end of the climb. Collect Gearbits and have fun sliding around the beautiful course ahead. None of the enemies there provide substantial targets; you can't hit many of them, and they don't try to do more than drop some obstacles in your path. Focus on the Gearbits to guide your way, and have a good time.

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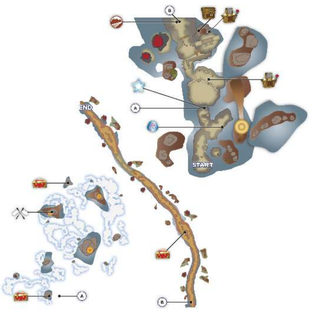
Monstrous Isles

Chapter 35: Basalt Basin



You're still larger than life, and there is an entire hamlet of bad guys below you. The only thing to do is smash 'em all and let the fates sort them out. Collect Gold from the broken buildings and eat any food you need if you take damage.

There is a Wish Stone along the right edge of the cliffs, on a small pier. Take that and then look for the Sky Star Challenge at the summit.

Destroy Clam Bunkers

Destroy 12 Clam Bunkers while flying through the challenge area, but don't hurry unless you're not collecting goodies here. If you search well, there are two **Red Toolboxes** and also a Challenge Flag in this area. It's smart to get all of that completed before attacking the Clam Bunkers.

The Toolboxes are on smaller islands, toward the periphery. The Challenge Flag is on a larger island. Look for it under a rocky bridge on one of the islands that has water along its base. The race you have to win is one of the most basic in the game; fly around the outside perimeter of the island and nail five Barrels. The last one is on top of the rock bridge, but that is the only one that's hard to spot.

Once you've gotten everything you like here, go after the Clam Bunkers aggressively. There are a dozen of them to destroy, but they're all marked on your map. Remember to use Barrel Rolls often if anything gets on your tail, and blast away.

After the challenge is done, you return to the hill where you started. Now, you can see the valley ahead where a powerful creature lies in wait. This should be something amazing to watch.

BATTLE THE PTERASHARK

The key to defeating the Pterashark is to watch its attack patterns. Once you see how to avoid all of the boss's moves, it's a breeze to stay one step ahead of it for the rest of the fight.

The Pterashark burrows into the ground and chases after you. Run and jump to keep your Skylander out of the way until the boss resurfaces.

This foe also spits out a wave of boulders. Get away from it so that you have more time to react. Walk to the side to avoid most of the boulders, and then leap to get over the last few that are still coming in your direction.

The toughest move that the boss has is a triple ground pound. It rises into the air and slams down onto the ground with such intensity that it creates a shockwave. Wait for a moment and then leap over the shockwave; it's slower than you might expect, so wait for the ideal moment and don't leap when it lands. Do this three times in a row to avoid all of the damage.

After each series of moves, the Pterashark flops onto the ground and has to rest for a short time. That's your cue to lay into it with as many damaging attacks as possible. Keep hitting until the boss gets back up, and then you should back off and be defensive again until you see another opening.

There is a food stand on the right side of the arena. Break that and nibble at the food that comes out throughout the fight. Make sure not to eat all of it at once. Only take what you need to get back to full health.

With that knowledge in your hands, this fight should be very doable!

After you win, look for a steam vent on the right side of the arena. Use that to leap onto a plateau high above. Search for an **Epic Treasure Chest** before you get back down.

To the left of the boss's arena is another path. Walk down there and push a moveable block against the stone wall ahead of your Skylander. Use that to jump up to the raised area and loot everything you see. A Land Vehicle icon is in front of you, but don't approach it yet (there is more treasure to grab).

Look for several more moveable blocks that are between two tall pillars on the right. Position the three blocks so that you can hop from the lowest, to the middle, and then to the highest. Move the biggest one to the far left to get a **Random Reward Object** from that pillars, and then to the far right to get an **Epic Treasure Chest**.

Now it's totally fine to go to the Land Vehicle icon. Switch into something powerful and get moving with it.

A Red Toolbox is in the center of the path, on a raised hill during the first third of the driving section. Stay on the lookout for that so that you don't miss it. Afterward, settle in and have a good time smashing everything on the way to the end.

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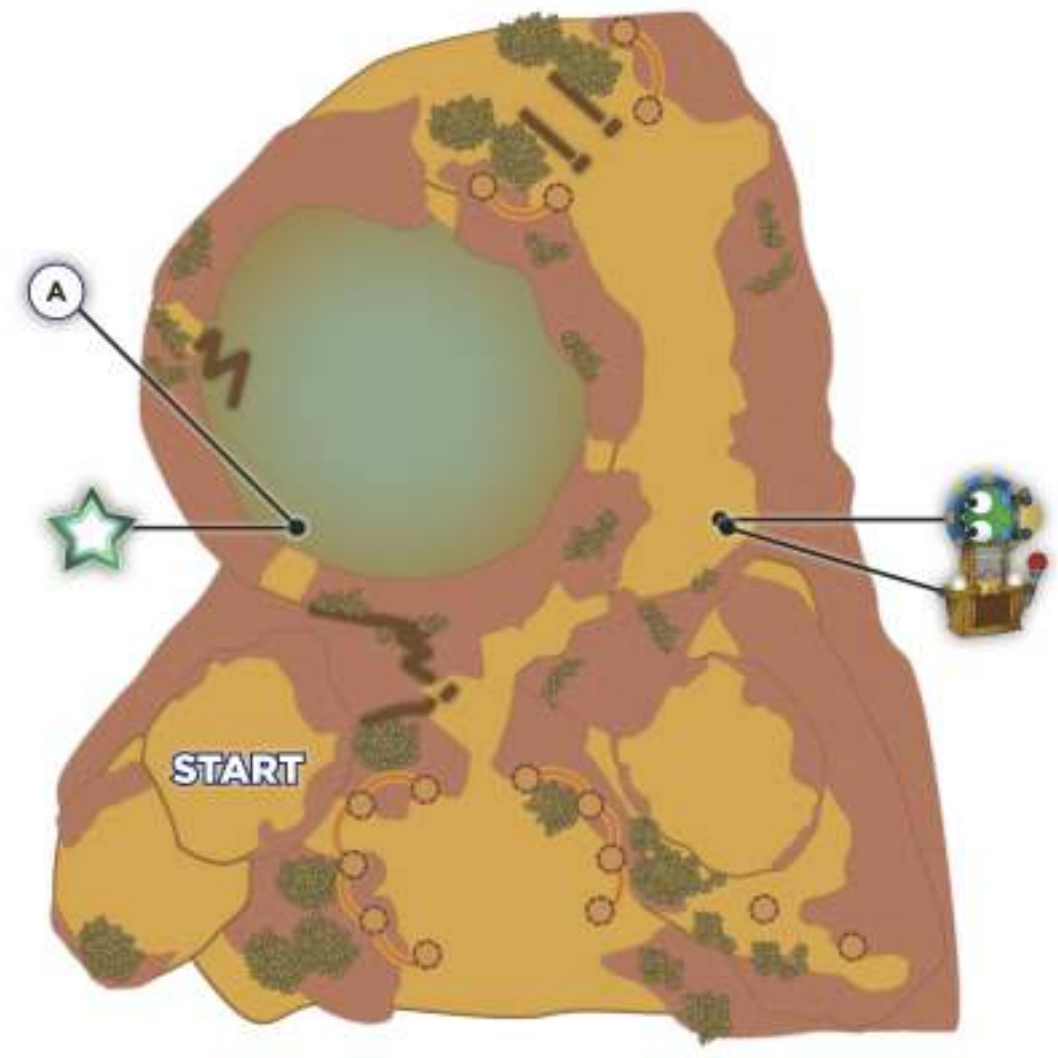
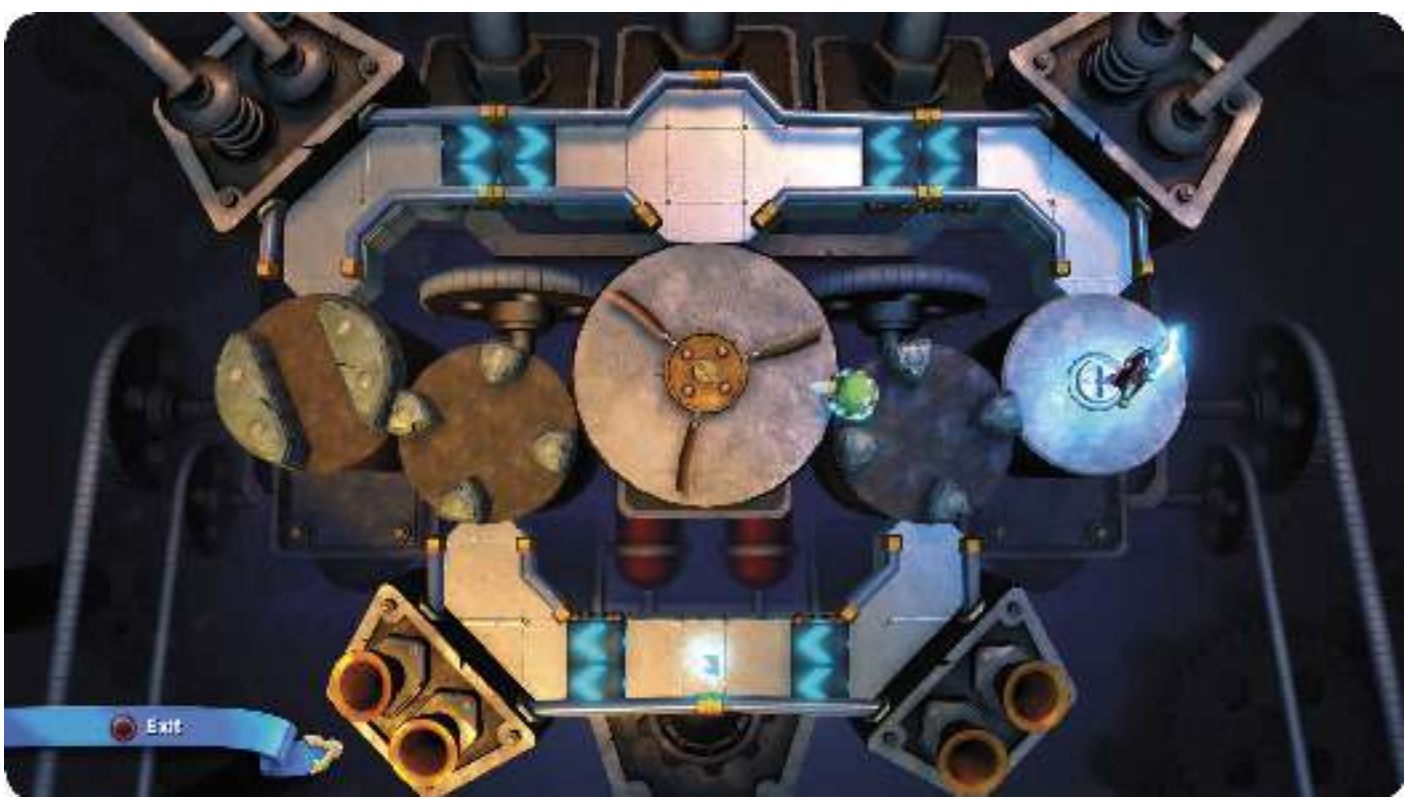
Chapter 36: Exclusive Shores



There are several major challenges right off the bat in this chapter. The lake has a Sea Star Vehicle Challenge, there is another Vehicle Transition just around the way, and you can pick up a Live Wire Lock too; it's on the right side of the path.

Why not grab that first. When you do, get onto the platform to the south and maneuver between the blades to get your first Spark. Then, slip cautiously to the left to get your second Spark. Get back to the central platform, but go to the right this time. Maneuver down and right to get to the third Spark and then leave the area when you're able.

Work on the Sea Star Challenge next.



Catch Beachcomber

Get into a Sea Vehicle and take it out on the lake. Dive through the depths and do your best to avoid tentacles, crustaceans, and the hot vents that periodically release superheated water through the tunnels.

The quarters are cramped, so a Sea Vehicle with really good handling is ideal.

There are two **Red Toolboxes** in the submerged area. Both are in side-scrolling sections (one in each of the two areas like that that you pass). Look for raised tunnels in both cases, because they're hidden above the main passage.

Also be on the lookout for multiple healing items. It's easy to get hit down there, and staying at full health takes the pressure off.

You surface and catch Beachcomber at the end of the challenge. This gets you your star, and it ends the chapter.

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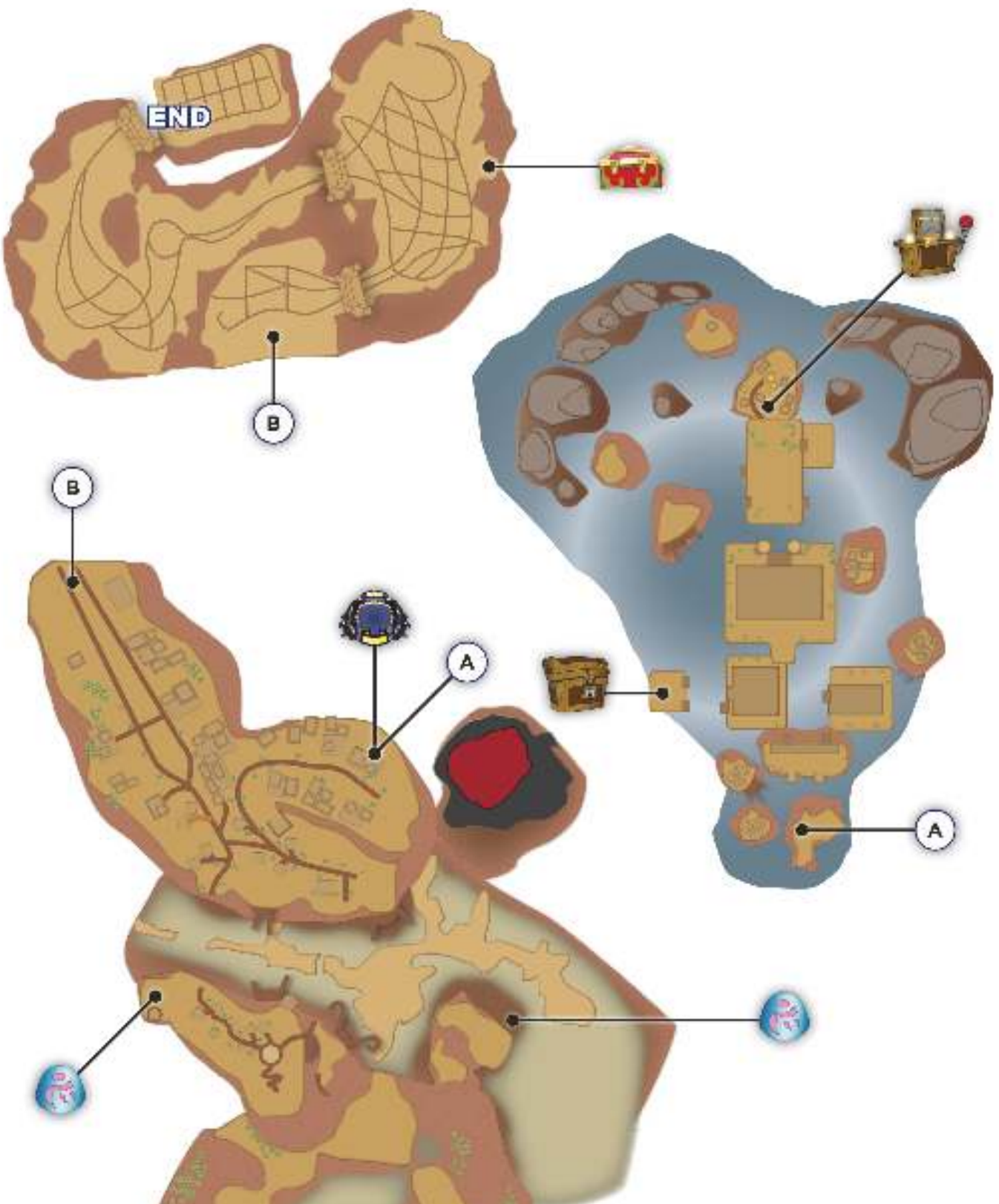
SKYLANDERS SUPERCHARGERS

Monstrous Isles

Chapter 37: Titanopolis



The next chapter starts off with a bang. You're going up against the boss that you chased throughout the last section. We hope you're ready!

FIGHT BEACHCOMBER

Now you must pit yourself against another potent adversary. Beachcomber has three major attacks, massive health, and a severe lack of beach etiquette. Luckily, her attacks can be spotted a mile away.

The first attack you're likely to see is her charge. Beachcomber glows red for a brief moment and then flies forward, across the surface of the water. She'll do this twice in a row, and you have to dodge to the side (running away from her won't work because she's moving too quickly). Dodge to the side twice, and then race after her to get counterattacks before she recovers.

Another attack happens after Beachcomber goes underwater. She sends tentacles up to hit you, one after the other. Run quickly in any direction, and jump to avoid the later blows in the series. Or, if you have abilities that grant you faster movement, use those to stay ahead of the attack.

The final move from Beachcomber also comes after she submerges. She'll raise her tentacles in an X pattern, and then rotate them around the entire area. Jump methodically over each one, in turn.

Always get as many free hits as possible against Beachcomber after she tires herself out. Keep hacking away until she flares out her tentacles (a sure sign that one of her attacks is about to begin).

There is health on each side of the area, but you won't get much of it. Be careful, and don't eat anything until you're pretty badly banged up. This way you won't waste the excess health the food might have healed.

Defeat Beachcomber and then take the exit behind her. Look along the path to the right for a **Wish Stone**, and then trash the town to the left. Look for a vent on the far end of town and jump above it to get another **Wish Stone** while you're there.

The way forward to the end of the region isn't far away; it's along the path through town, farther to the left. However, there is also a SuperCharger Gate here. It's on the right side of town, once you get close to the exit. Look for that and then go into the Gate to find even more treasure. The last Epic Treasure Chest is there, but you have to work for it.

There isn't any fighting inside the SuperCharger Gate, but there are multiple puzzles to solve.

Tier 1

Get onto the first series of ledges. There are moveable blocks, but two of them are way too high to be of use. How strange. The key is to push one of them over the side ledge so that the blocks fall and form a bridge. This allows you to move the smaller block to the left side (where it can be used as a stepping stone to reach the next tier)!

Tier 2

This one might be a real poser for people who haven't seen a puzzle like this before. It looks impossible at first. You can't get the taller stack to slide into the center, but that's where it needs to be.

Here's the trick. Put the tall blocks in the upper corner (on either side). Then, slide the short block around the area until it is directly beside the taller stock. Let's say we're doing this in the upper-left corner. You should have the tall blocks in the corner, and then the short block on the position directly to the right of that. Now, move the tall blocks down, right, up, and then left. They'll bump into the small block and stop. This puts them in a position where you can slide then up, forming a new bridge.

Collect the **Epic Treasure Chest** at the top of the area, and don't forget to grab the **Random Reward Object**, and then use the Gate to return to the main map.

Approach the exit and get into a land vehicle. This starts another challenge.

Destroy Sandcastles

Drive around the city and obliterate all of the Sandcastles that are in the area. The first is to your right, and the way deeper into the city is behind it.

Search for a **Red Toolbox** in the second section. It's on the far right end of the city.

Smaller towers fire artillery at you, and aircraft buzz your vehicle from above, so it's essential to keep moving at all times. You can destroy the artillery towers, if you wish, and that stops them from shooting at you while the city is getting leveled.

Take out the next two Sandcastles to clear the way for the last boss fight before you return home.

DEFEAT THUNDER TOW

Thunder Tow is one of the toughest bosses that you've gone up against. He has heavy attacks, high damage, typically high boss health, and you won't find many buffs or food items in his arena. You can still take out this beach bum, but it'll take better timing than some fights.

The basic one-two punch is Thunder Tow's bread and butter. He does this very frequently. This move doesn't have much windup, so you have to be moving away from Thunder Tow before he starts to attack. Be conservative early in the fight until you get the timing; just don't get greedy about hitting him with melee attacks until you know what you can get away with.

Thunder Tow charges in place sometimes and then leaps on top of you. Keep moving and you're likely to avoid this. It's a very inaccurate attack. He does a few in a row, and you can hit him with ranged attacks in between jumps.

This guy is so big that he can slam the ground and create a shockwave. It's pretty fast, so jump early and try to clear it.

After all that, Thunder Tow has a rare attack that spews green flames all over the area. Not only can these hit you initially, but they'll burn for quite a while, making it hard to safely move around the field. This is very tricky, but the damage output from the fire isn't too high, which is a good thing!

Food appears over time, and not very often. There aren't any solid buffs to grab, so you need to conserve health and fight defensively pretty much the entire time. Bring your toughest Skylander, because you're probably going to need everything they can give you.

Armed with all that knowledge, you can take out this creep and get back to the Academy. Congratulations!

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Ridepocalypse Demo Derby

Chapter 38: Ridepocalypse Demo Derby

QUESTS

DEFEAT THE ENEMIES

COLLECTIONS

EPIC TREASURE CHESTS (X2)

SUPERCHARGER GATE (X1)

The Academy has seen better days, so it needs some TLC before you're ready to leave again. Follow the glowing line to the engine room and position the three moveable blocks so that two of them are on the far left side of the room, and the last one is in the top-center. This reroutes power to the engines and gets them online again.

Go to the center of the Academy and talk to Sharpfin. A few of you put your heads together and figure out what to do next. Maybe you could put everything on the line in a huge racing gamble? Why not?!?!

Tell your companions that you're ready to go once this is done, to start the Ridepocalypse tournament.

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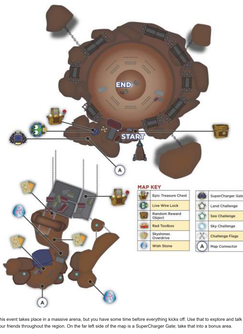
SKYLANDERS SUPERCHARGERS

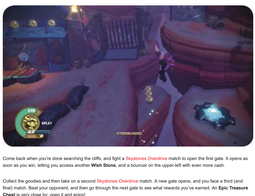
Ridepocalypse Demo Derby

Chapter 39: Win, Lose or Glumshanks



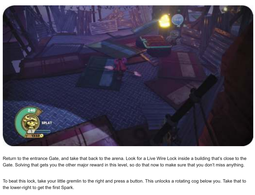
This event takes place in a massive arena, but you have some time before everything kicks off. Use that to explore and talk to your friends throughout the region. On the far left side of the map is a SuperCharger Gate; take that into a bonus area.

Gold is everywhere in the bonus area. Grab everything that isn't nailed down, and use the bouncers to the right to reach a set of cliffs where you find a **Wish Stone**.



Come back when you're done searching the cliffs, and fight a Skystones Overdrive match to open the first gate. It opens as soon as you win, letting you access another **Wish Stone**, and a bouncer on the upper-left with even more cash.

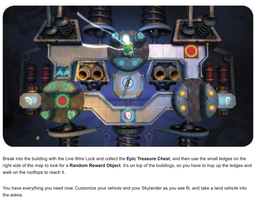
Collect the goodies and then take on a second Skystones Overdrive match. A new gate opens, and you face a third (and final) match. Beat your opponent, and then go through the next gate to see what rewards you've earned. An **Epic Treasure Chest** is very close by; open it and enjoy!



Return to the entrance Gate, and take that back to the arena. Look for a Live Wire Lock inside a building that's close to the Gate. Solving that gets you the other major reward in this level, so do that now to make sure that you don't miss anything.

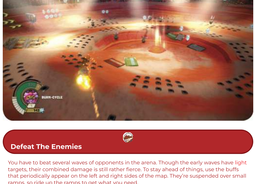
To beat this lock, take your little gremlin to the right and press a button. This unlocks a rotating cog below you. Take that to the lower-right to get the final Spark.

Cross the bottom of the screen to get another Spark, and use the button to start the rotation on the upper cog (this allows you to reach the exit later on. Ride the lower-left cog to snag the final Spark and then jump off the map to quickly spawn back at the beginning. You're right next to the exit that way. Leave to get your reward!



Break into the building with the Live Wire Lock and collect the **Epic Treasure Chest**, and then use the small ledges on the right side of the map to look for a **Random Reward Object**. It's on top of the buildings, so you have to hop up the ledges and walk on the rooftops to reach it.

You have everything you need now. Customize your vehicle and your Skylander as you see fit, and take a land vehicle into the arena.



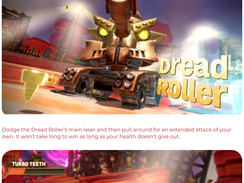
Defeat The Enemies

You have to beat several waves of opponents in the arena. Though the early waves have light targets, their combined damage is still rather fierce. To stay ahead of things, use the buffs that periodically appear on the left and right sides of the map. They're suspended over small ramps, so ride up the ramps to get what you need.

Your early opponents are members of the Chew Through Crew. Attacks that hit entire areas work well because there are so many things to attack.

After those guys go down you're showered with goodies. Get as much Gold and Gearbits as you can, and look for items to restore your vehicle's health.

Next, the Dread Roller attacks. This mini-boss has low health (in comparison to most bosses), but it does very heavy damage if you make any mistakes. Grab any buffs that are in the arena and take on the enemy vehicle while you have that advantage.



Dodge the Dread Roller's main laser and then pull around for an extended attack of your own. It won't take long to win as long as your health doesn't give out.

You got a break outside of the arena, and when you return you get to fight Turbo Teeth. This mini-boss has its own arena with a large pit in the center, and an upper ledge with multiple buffs to steal. As with the last big fight, you need to control those buffs and make the most out of them. A couple of them are on the ledges, and one is suspended over the pit. Drive off of a small ramp to get that one while you fall.

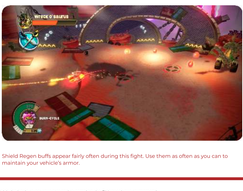
Turbo Teeth doesn't turn very well, and that's a huge weakness to exploit. Try to maneuver behind the mini-boss and then slowly drive after it, firing the whole time. This does substantial damage while your enemy attempts to recover.

Take another quick break, and then return to the arena for the grand finale.

Wreck G' Saurus is your last opponent in the event. This one has high health, high damage, and becomes invulnerable now and then.

If he shines a laser beam in your direction, move quickly to avoid the charge that's coming your way. He drops quite a few explosives around the arena. These cannot be destroyed with gunfire, so you have to avoid them by driving carefully.

When he becomes invulnerable, drive onto the ramps at the top of the map. Plowing into Wreck G' Saurus from behind disrupts his invulnerability, allowing you to get back into the fight quickly.



Shield Regen buffs appear fairly often during this fight. Use them as often as you can to maintain your vehicle's armor.

Finish the battle to get your star and to complete the Ridepocalypse tournament!

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Vault of the Ancients

Chapter 40: Vault of the Ancients

QUESTS

RESTORE SENTRY STATUES

RING THE CHIMES

POWER THE CORE

COLLECTIONS

EPIC TREASURE CHESTS (X7)

SUPERCHARGER GATE (X1)

Go through the Academy and say hi to your buddies. Flynn speaks his mind before you leave, but he'll come around soon enough. When he does, make your way to the Vault of the Ancients.

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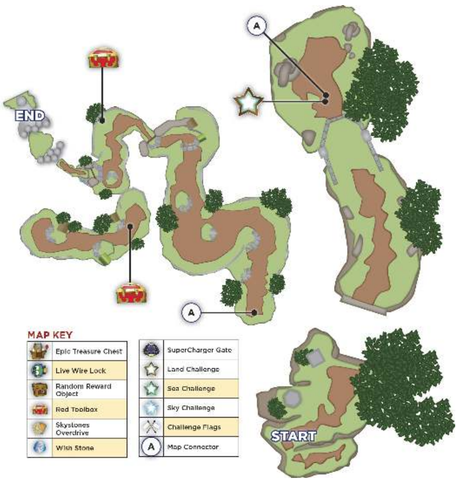
Vault of the Ancients

Chapter 41: Whispering Wilds



You reach the Vault of the Ancients without any huge incidents. Disembark and look around the initial area. You meet Pluck not far from the starting point. He shows you the secrets of magnetism. This is a powerful mechanic that lets you get through this region's various challenges.

Cross the bridge above your position and use magnetism to open the way. Talk to Pluck again on the other side, and start a challenge soon after.

THE POWER OF ATTRACTION

While in this region, you can use your controller to pull objects toward your Skylander. This helps with picking up loot and solving various puzzles. Magnetism can be used when you're walking around and even if you're inside your vehicle.

Restore Sentry Statues

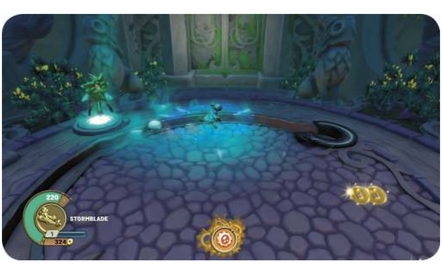
Two Statues in the Whispering Wilds have been damaged, but you have the ability to repair them. Your task is to collect the missing pieces and reattach them to the Statues. This opens the gates and lets you pass through to the next chapter.

On the right side of the map there is only one missing piece. Search for that while collecting Gearbits. Use magnetism to activate a Gear on the right side of the area to spawn extra Gearbits while you're searching.

The missing Statue Piece is at the top of the map. Grab it by driving over the piece or by getting close enough for magnetism to work, and then turn left to take the piece to its Statue. Ride directly up to the Statue with the piece in tow to repair everything. This opens the way.

There are four Statue Pieces in the next area. Stay on the right side of the path while looking for a **Red Toolbox**. Collect that and then get the two Statue Pieces that are close to the broken Statue. Repair what you can, and then use the speed boosts ahead to leap over a chasm. There are two more Statue Pieces and a second **Red Toolbox** on the other side of the jump.

Make your trip, fix the Statue, and drive past the second gate. Pluck meets you yet again in front of a massive entrance. To extend the bridge that leads forward, use magnetism on a small, moveable object inside a nearby groove. Bring it from the left side of the platform to the right. Completing the puzzle extends the bridge and lets you cross into Riftward Road.



Your challenge is completed and you enter the next chapter.

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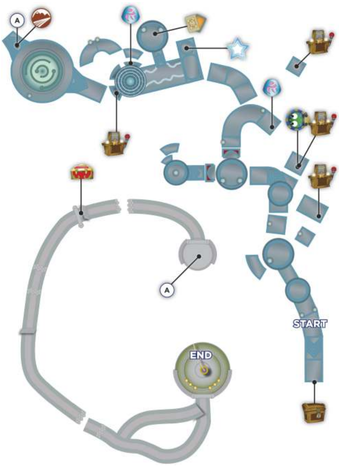
Vault of the Ancients
Chapter 42: Riftward Road



With greater practice, you now master another side of your magnetic powers. You can now alternate between pulling things toward you or pushing them away. This is useful during combat. Push enemies out of melee range for more time with your ranged attacks, or pull them closer to destroy them with your short-range attacks.

Try this out against the foes that are waiting on the circle ahead. You can also loot some Gold from the area behind your starting point, if you have the time!

Carefully search before going far from the circle. There are two paths, and both have treasure. The first route on the right leads over a couple of jumps and takes you to an **Epic Treasure Chest**. Get this, return to the circle, and then take the second route on the right. Shift your magnetic pull to manipulate the bridges that are blocking your way, and then grab the Live Wire Lock from a nearby ledge.

You can beat this lock quickly. Go down through the two spinning cogs and curve slowly around the right edge of the map. Go in between the spinning bumpers (without touching anything), and make sure to grab the first Spark while you're there.

Press the button on the left side of the bumpers, and then slip into the cog up top. Press its button to spin the cog until you can exit toward the beginning of the area. Go through the newly opened gate to your left. Get the Spark that's right there, and then wait for the next spinning bumper set to let you move in and get the last Spark. Exit at the bottom of that area and enjoy your experience!

Come back from the Live Wire Lock and claim the **Epic Treasure Chest**. Take the path up toward the next circle. Alternate your magnetism whenever you're near a gap to see if you can pull a bridge up for safe crossing. This lets you get to a platform with Gold not much farther up. You can also customize your Skylander there, if you like.

When you're done, the path on the right is how you proceed. Take that route all the way to its end. You find some money for your effort. Get that and back up a few steps. Pull a bridge over toward your Skylander and cross it.

The next series of bridges has a **Wish Stone** on the far right. Get that, and then use your push power to turn the bridge on the left. This lets you get to a Sky Challenge (on the right), or move toward the end of the chapter, on the left.

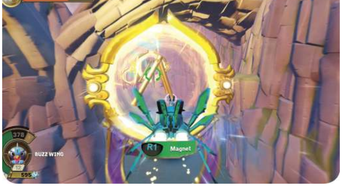
Get into one of your Sky Vehicles and try out the challenge.

Ring The Chimes

This long flying course is defeated by ringing bells. Lots of bells. Edgar Allan Poe didn't even have to deal with this many bells. Settle in and fly straight through the clusters of bells, because you get credit whether you shoot them or fly through them. Attack as often as possible to ensure that you don't miss much.

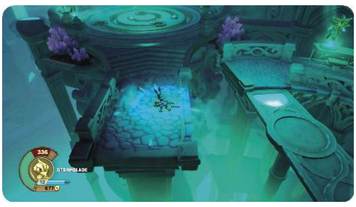
The best trick in this course is to alternate push and pull with your magnetism. Pull when there are Gearbits to collect so that you get as many of them as possible. Push when you see mines ahead so that your craft doesn't get pummeled by them.

Though long, this isn't a tough challenge. Keep flying and get it done. Don't forget to collect the **Red Toolbox** at the end of the challenge.



After you complete the Sky Star Challenge, you can play a game of Skystones Overdrive against the player here. Fight through small groups of enemies on your way to the next large circle. Practice pushing and pulling them off of ledges. This is a fast way to defeat your targets, and it's pretty funny to watch.

From that circle, take the ledges and bridge on the right to get to another Wish Stone. On the left is a long path of ledges that leads over to an **Epic Treasure Chest**. Get both of these before moving on.

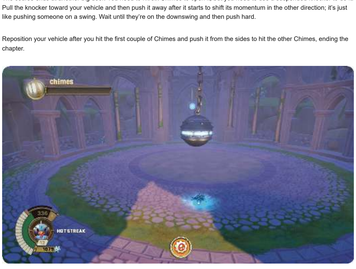


From the Wish Stone's ledge, switch your magnetism around to pull the bridge to the side. Cross it to approach the final section of the area. You unlock the next door in a similar way to the bridge you extended at the end of the last chapter. Use your magnet to pull three objects through their grooves and into their receptacles. When all three are locked in place, the door opens, revealing a vehicle transition.

Get into a land vehicle and drive through a course with plenty of Gearbits and nothing to stand in your way (except for a gigantic number of mines). As with the flying course, shift your magnet so that you pull Gearbits to your vehicle and push mines away from it.

The course ends at another big door. You need to hit six Chimes to open it, but you need to use a suspended knocker to do it. Pull the knocker toward your vehicle and then push it away after it starts to shift its momentum in the other direction; it's just like pushing someone on a swing. Wait until they're on the downswing and then push hard.

Reposition your vehicle after you hit the first couple of Chimes and push it from the sides to hit the other Chimes, ending the chapter.



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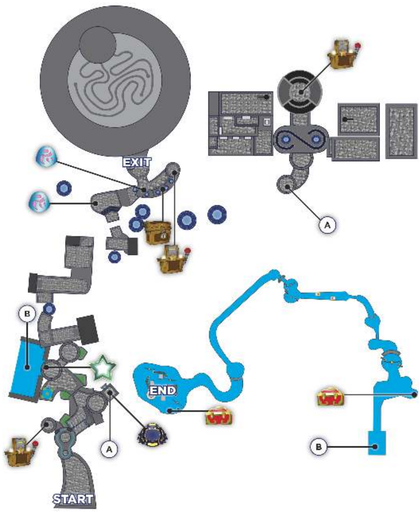
Vault of the Ancients

Chapter 43: Slumbering Spires



Walk into the new area and turn left as soon as you reach the first major circle. There is an **Epic Treasure Chest** tucked away down a short path. Grab it and then take the route on the right.

Jump between a few large outcroppings, and push the barricade at the top out of your way. An Energy Guardian is on the other side of that, and you soon have your first fight with one of these enemies. They're vulnerable to your magnet. Pull them to spin the targets around and expose their crystals. Wail on those to destroy the Energy Guardians.

Defeat this small group and then use the SuperCharger Gate to the right to access a bonus area. This is fairly short, but the puzzle inside of it requires heavy use of your magnetic powers.

Go forward and into the main plaza ahead. Pull the moveable object inside the groove to the right side of the room. This activates a glowing stone on the same side. Stand on top of the stone and use your pull power to jump way above the floor. Get onto the platform to the right, and collect some treasure while getting to the very top of those ledges. Pull another little object into place there, and then drop back to the main floor. You've already solved half of the puzzle.

Pull the activator object in the main groove over to the left side this time. Use your push power to jump from the button that activate up to the left platform. Climb all the way up that one use the magnet to pull and push blocks out of your way. By now, this should be very simple to perform.

Pull the activator up top into position and watch the treasure room below open. Climb back down and get the **Epic Treasure Chest** that's your reward for beating this place!

Leave via the Gate and then use a block along the upper wall to proceed. Pull the block up underneath your Skylander to reach the next tier.

Get into a Sea Vehicle and look for a challenge up ahead.

Power The Core

This Sea Star Challenge has a moderate bit of fighting, but the major focus is still on the puzzles that dominate the area. Your job is to go through each portion of the map and charge the Rods that are out of position. You do this using your pull power. Go up to each shaft and rotate your ship around it. Make sure that you rotate the Rods so that their hooks are facing inward; otherwise they won't be able to make contact with their power supplies.

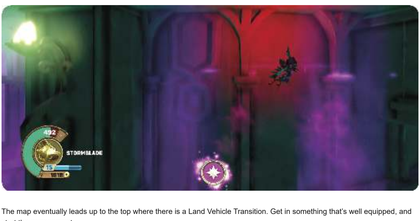
Near the entrance, look on the right side of the first aquatic room you get to. There is a small cubby with a **Red Toolbox**.

Other than that, you only have to fight off basic attackers and activate all of the Rods that you come to. This gives power to the Core and completes the challenge. Find a second **Red Toolbox** in the last area, hidden behind destructible crystals.

You are returned to the main map. Pull the block down on the wall to the right and jump onto it. Climb up and make your way through a couple of upcoming fights. The Energy Guardians and their lesser buddies are a moderate threat. Watch out for ranged attacks while you're busy with the Energy Guardians; don't be afraid to back off and avoid attacks even if you're in the middle of a good combo.

It's sometimes easier to ditch the Energy Guardians, kill their smaller buddies, and then attack the heavier targets last.

There are several good things to collect in this part of the map, and they can be tough to find. After the big Energy Guardian fight, look for a tiny staircase at the back-left side of the room. Climb all the way down to discover a **Wish Stone**. Get back to the top by reversing your tracks and your polarity! Another hidden item is farther right from there. When going through a series of strong magnetic vents, make sure to search the bottom of the tunnels. An **Epic Treasure Chest** is below you!



The map eventually leads up to the top where there is a Land Vehicle Transition. Get in something that's well equipped, and start the engagement.

A couple of modest waves of enemies attack, but there aren't any bosses. Destroy them first and then work on a puzzle afterward. Three activators appear. You have to slot them into the doors at the far end of the room. Pull the three as close as you can to the doors and then get behind them to push them the rest of the way in. Once all of them are locked in place you finish the chapter and move out.

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The Bandit Train

Chapter 44: Aerial Ambush

QUESTS

RESCUE MAGS

COLLECTIONS

EPIC TREASURE CHESTS (X4)

SUPERCHARGER GATE (X1)

The Academy isn't as peaceful or relaxing as it usually is. You're under attack! There are Skybandits all over the deck. Fight back five of them to discourage the fiends.

Once the fighting dies down, Sharpfin lets you know what's going wrong. Talk to him to chase down the attackers.

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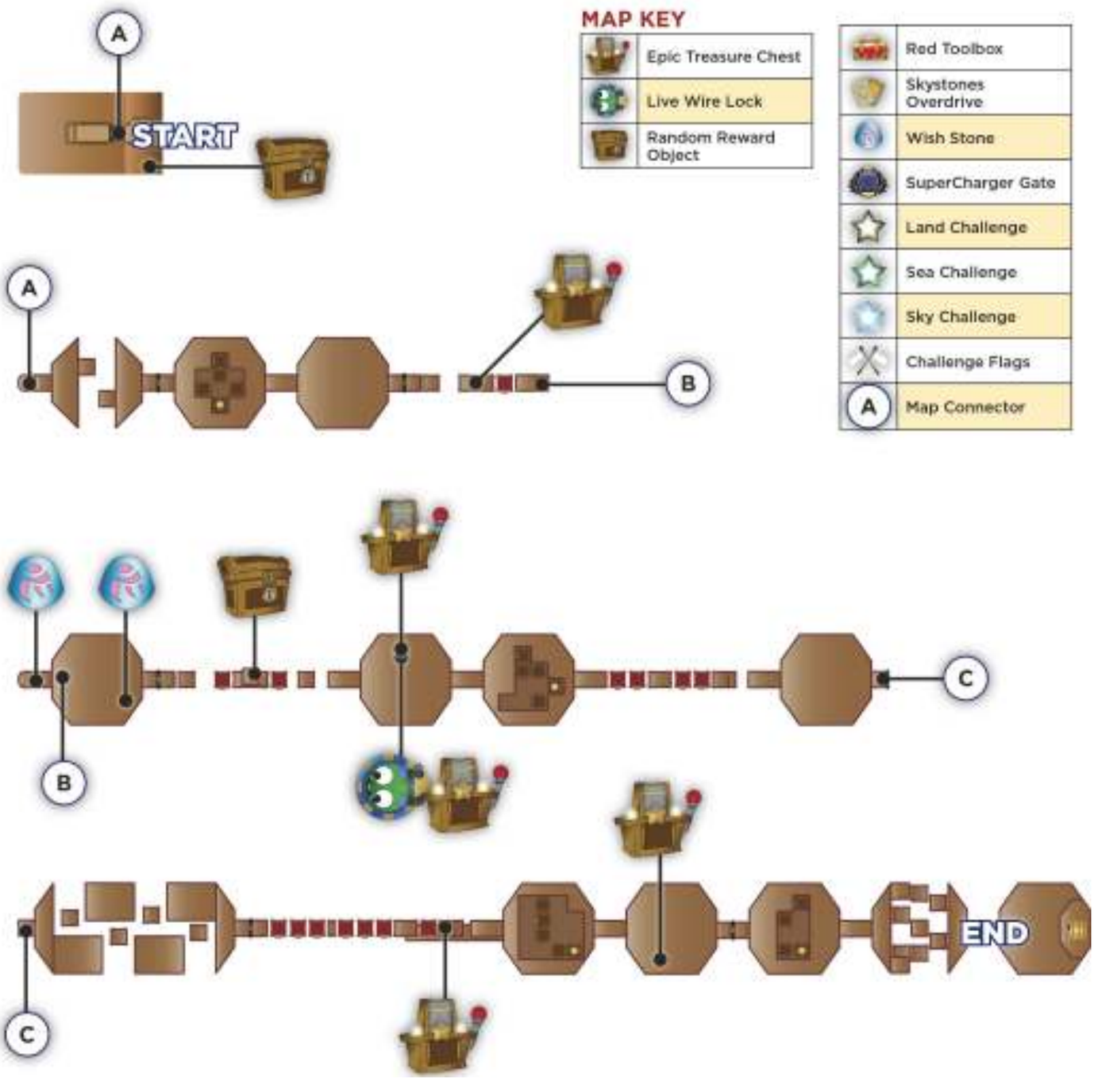
SKYLANDERS SUPERCHARGERS

The Bandit Train

Chapter 45: Highway Robbery



Talk to Flynn when you set down and look on the left side of the outer ledge. There is a **Random Reward Object** there, ready to take. Get it and use the door to go inside the train.

Jump across the moving platforms in the next room, and collect a Key as you go. Take this to the door on the far side of the chamber.

There is a small puzzle in the adjoining chamber. You have to connect a battery and an engine. There are three blocks in this one, and one of them isn't movable. Push one of the mobile blocks to the right and then down. Move the second one to the right, and settle it across from the immovable block. This is what the final puzzle should look like.

A battle breaks out in the third room. Pirate Henchmen attack in a couple of waves. Break the boxes in the room during the fighting, and use ranged attacks if you need to gain an advantage against these slow opponents. Search well for treasure when you're done. Take the Key that appears over to unlock the next door, and exit the room.

Jump across a few narrow platforms and bounce off of a jumper at the end of the path to get on top of the train. The roof to the left has an **Epic Treasure Chest**. Get that loot and drop down the entrance on the right side of the train to advance.

You land in a dark room. Pirate Henchmen are resting here and you must defeat them. Claim the Key for the far door.

TRAIN DIFFICULTY

The difficulty of the game changes some aspects of the train. At Beginner difficulty, the puzzles have fewer moving parts and a slightly different layout. They are the same at Adventurer, Expert, and Nightmare. Additionally, the speed and size of moving platforms changes at each difficulty, becoming quicker and smaller.

For maximum experience and goodies, walk back a few feet to grab the Wish Stone that's here, and then attack the Pirates before they're ready to counterattack. Stay close to the light so that you can see your targets, and dodge when the Bomb Brawler throws anything your way.

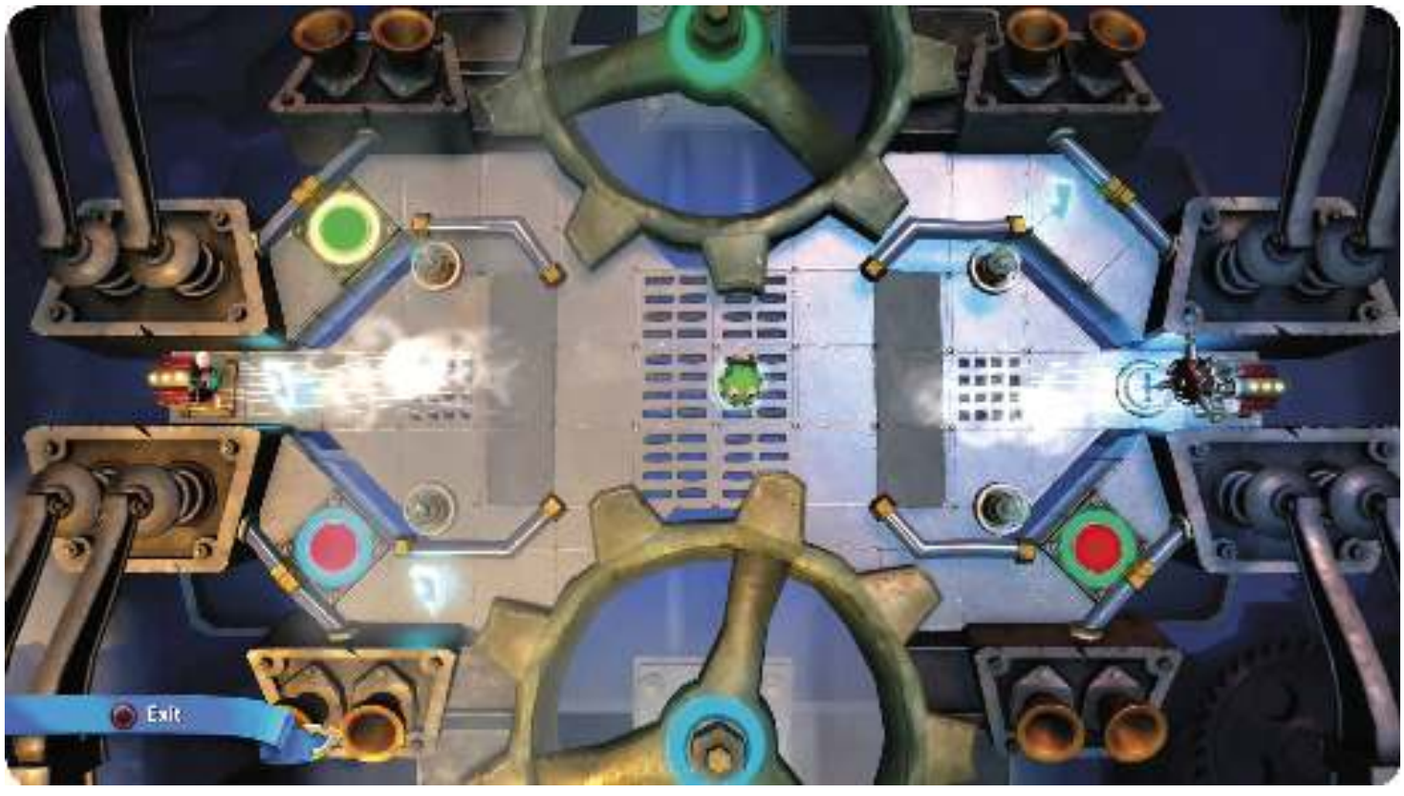
Another **Wish Stone** is in the boxes on the right side of the room. Be sure to take that before you leave.

There is a side-scrolling room coming up. This is one of the most dangerous rooms in the game because another Pirate ship is bombarding the place while you go through it. Their double cannonball shots are hard to avoid unless you're already moving. Don't jump to dodge them; just keep running and stay running.

One of the rotating blocks has a jumper on it. Wait for that to come up on top while dodging the cannonballs, and use the jumper to get to the top of the car. Jump between the slats to the left and drop down where you see a red glow. Take the **Random Reward Object** there, and hop back to the floor of the car.

Make your way to the right to get out of this crazy place and hope that the next area is a bit safer!

As it turns out, it mostly is. The Pirates are planning to smoke you out, but there is time to explore. Open the **Live Wire Lock** on the left to claim an **Epic Treasure Chest**. Hide in the teeth of the cog above your gremlin and let it take you right for the first Spark. Use the lower Cog to reach the second Spark and also two buttons. Press those, in turn, to be able to manipulate the cog. Once that's done, press the button in the upper-left to turn off the fans that prevent you from getting the third Spark and leaving the challenge.



Try to ignore the smoke when you leave that room; the next car is cloudy, but you only have a small puzzle to finish there. We'll show you a picture of the completed puzzle, and here's how you get there.

We'll name the blocks 1, 2, and 3 (from left to right).

Push block 1 down

Push block 3 down

Push block 2 right, down, and then left

Push block 1 up

Push block 3 up and then left

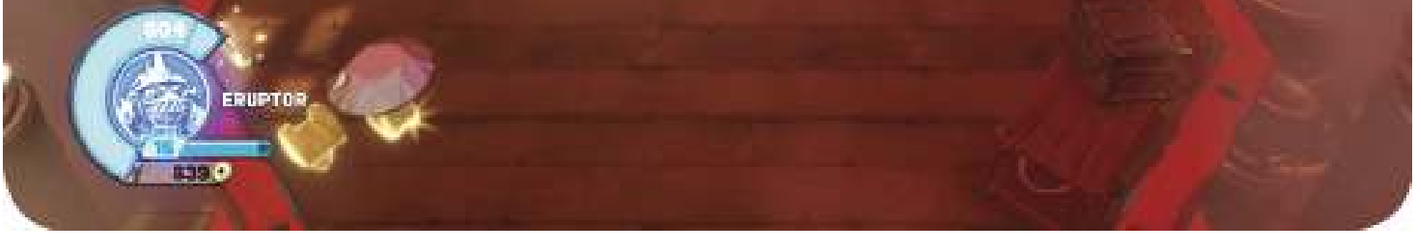
Push block 1 down

(On Beginner difficulty there is only one moving block.)

Leave the puzzle car, and hold onto your socks. The next side scrolling area has rotating blocks, moving platforms, more cannonballs to dodge, and smoke. It's kind of hard the first time you cross it. Bring a Skylander with a dash or charging attack (anything that lets you move quickly to try and avoid the blasted cannonballs).

This is all about timing. Back away from the rotating platforms if you have to wait for them to get into position. Holding your ground just gets you wasted.

Go onto the room on the right and fight for your next Key. It's held by a Rumble Brawl, but he has Grinnades to assist in the skirmish. Take his Key by force and unlock the door at the end of the corridor. You're getting close now.



The next room is long but easy. Jump between the platforms, collect the Key from one of the random destructible objects, and watch out for small explosives that were left behind on the platforms if you go looking for treasure.

Unlock the far door and run through another side scrolling room next. This one has much better visibility, so it's not as nasty as the last one. Keep moving and dash if you have abilities to improve your speed. When you get close to the end, slow down and look for a few items of treasure that are underneath your floating platforms. That's a clue that there is a ledge to catch you when you fall. Jump down there and look for an **Epic Treasure Chest**. Use a bouncer to get back to the upper level when you're done.

Afterward, you reach another dark room with a puzzle. Look at the completed version of it to get a feel for what you're trying to do here. You need to get the three blocks to activate the engine in the upper-right. Here's how you do that:

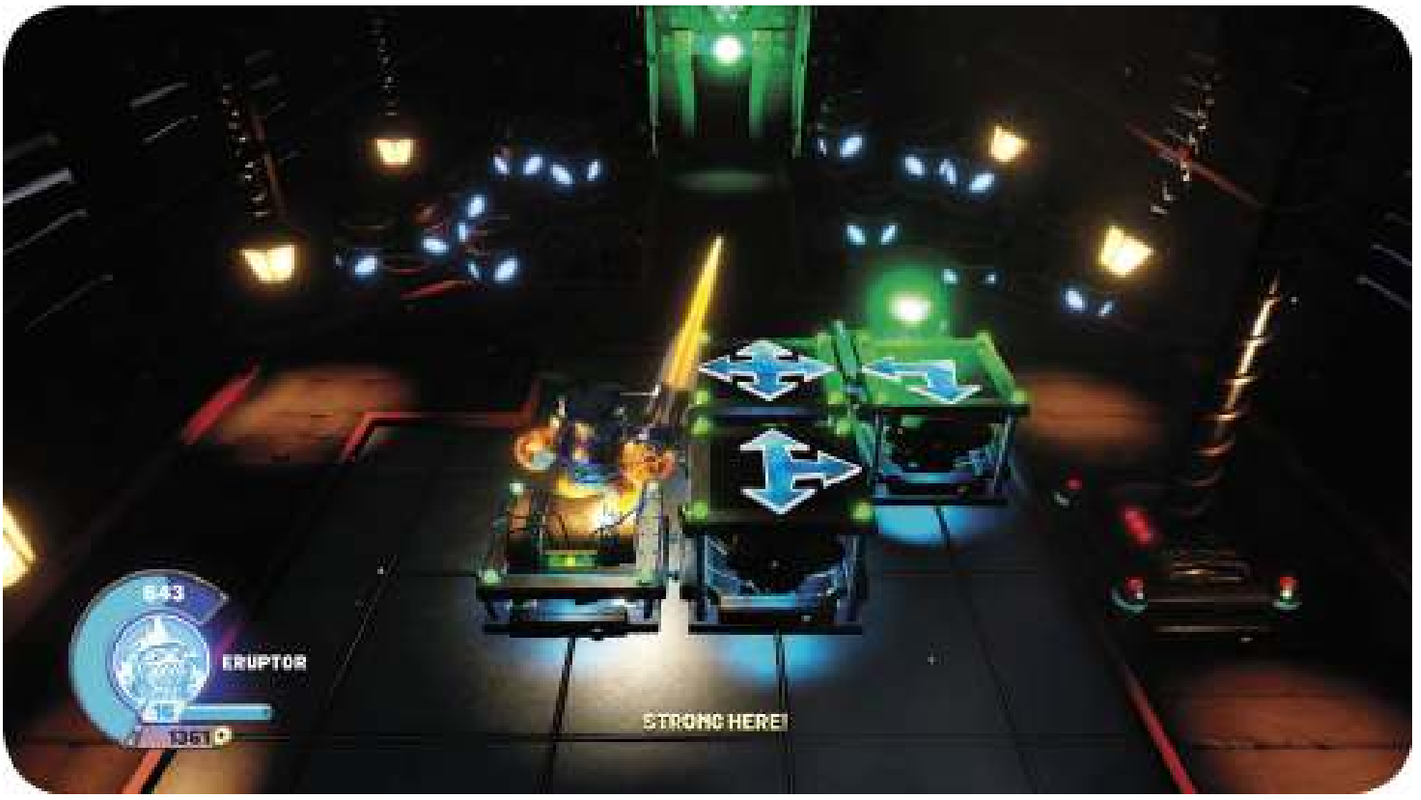
We'll name the blocks from the top down this time: block 1, block 2, and block 3.

Push block 1 to the right; it'll be touching the engine already, so it's done!

Push block 3 to the right

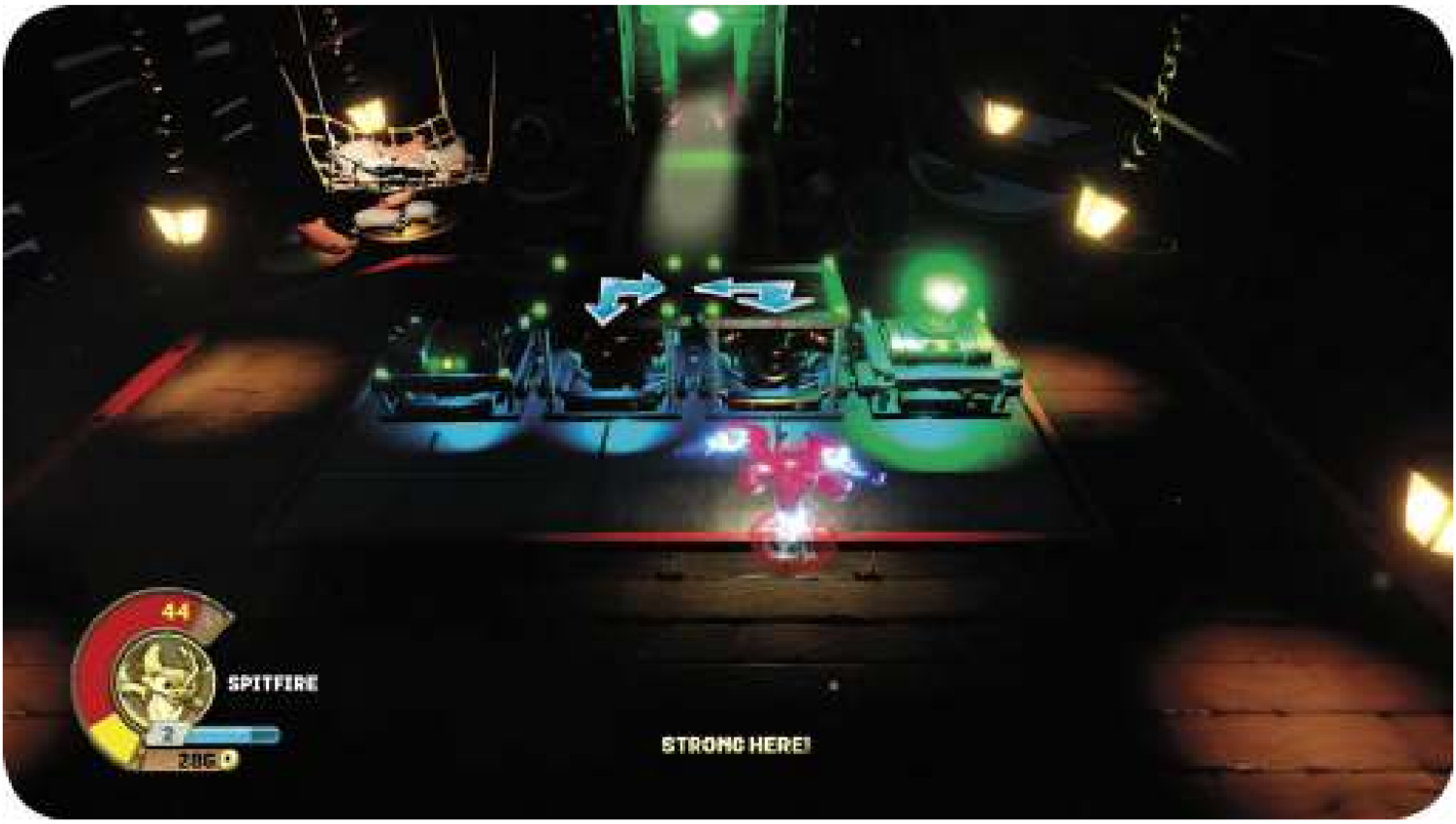
Push block 2 up and then to the right

Push block 3 up and then left



Fight another Rumble Brawl and his cohorts in the next room. The Rumble Brawl has the key, so there's no avoiding this confrontation. Watch out for the huge splash damage from the Grinnades there; they pack a brutal punch, and it's hard to see them coming in the darkness. Ranged weaponry is very useful, so watch out melee folks! To access the nearby **Epic Treasure Chest** you must defeat all enemies to open the Battle Gate.

Leave the room and solve another puzzle in the next one. From left to right, we'll name these block 1 and block 2.



Push block 2 left, up, right, and then down

Push block 1 right and then up

Push block 2 up

(On Beginner difficulty, the puzzle is more simple.)

Cross the penultimate room of the train by walking carefully across moving platforms, in the dark. Try to avoid ranged fire from the other side of the area, but concentrate most on your footing to keep from falling off of the platforms.

Take out the lonely couple of Pirates before you leave. It's time to face their boss!

DEFEAT BLUBBERBEARD

Blubberbeard is in the last room on the train. He's well-armed and has a horde of friends. In the first few waves, you face Pirate Henchmen, Bomb Brawlers, and some Rumble Brawlers. Run constantly to stay ahead of the Grinnades that are a big part of the threat throughout this encounter. The more mobile your Skylander is, the easier this boss fight becomes.

Blubberbeard himself swings a large axe and relies on a titanic amount of health to survive. His damage output and ability to come after you aren't that impressive; it's just that he attacks once you've been weakened by his allies, and there aren't many ways to heal in this fight unless you level up.

Once Blubberbeard descends into the fray, expect the number of Grinnades to increase considerably. This is why you need so much mobility here. Otherwise, you constantly take damage from the explosions. Another way to survive is to use abilities that blow up around you to detonate the Grinnades safely.

You can lay into Blubberbeard in relative safety once his reserves of Grinnades are expended. Wait for him to swing his axe, and then close for multiple free hits of your own. Repeat this until he falls. Another job well done!

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The Sky Eater

Chapter 46: Gathering of Friends

QUESTS

INFILTRATE SKY EATER

GET PAST KAOS' DEFENSES

HUNT AND DESTROY THE HYDRA

COLLECTIONS

EPIC TREASURE CHESTS (X4)

SUPERCHARGER GATE (X1)

Take as much time around the Academy as you need. The battle between light and darkness is coming to a head, and there's every reason to enjoy a few races and finish customizing some of your favorite vehicles and Skylanders.

When you're absolutely sure that it's a good time to leave, talk to Flynn and go to The Sky Eater.

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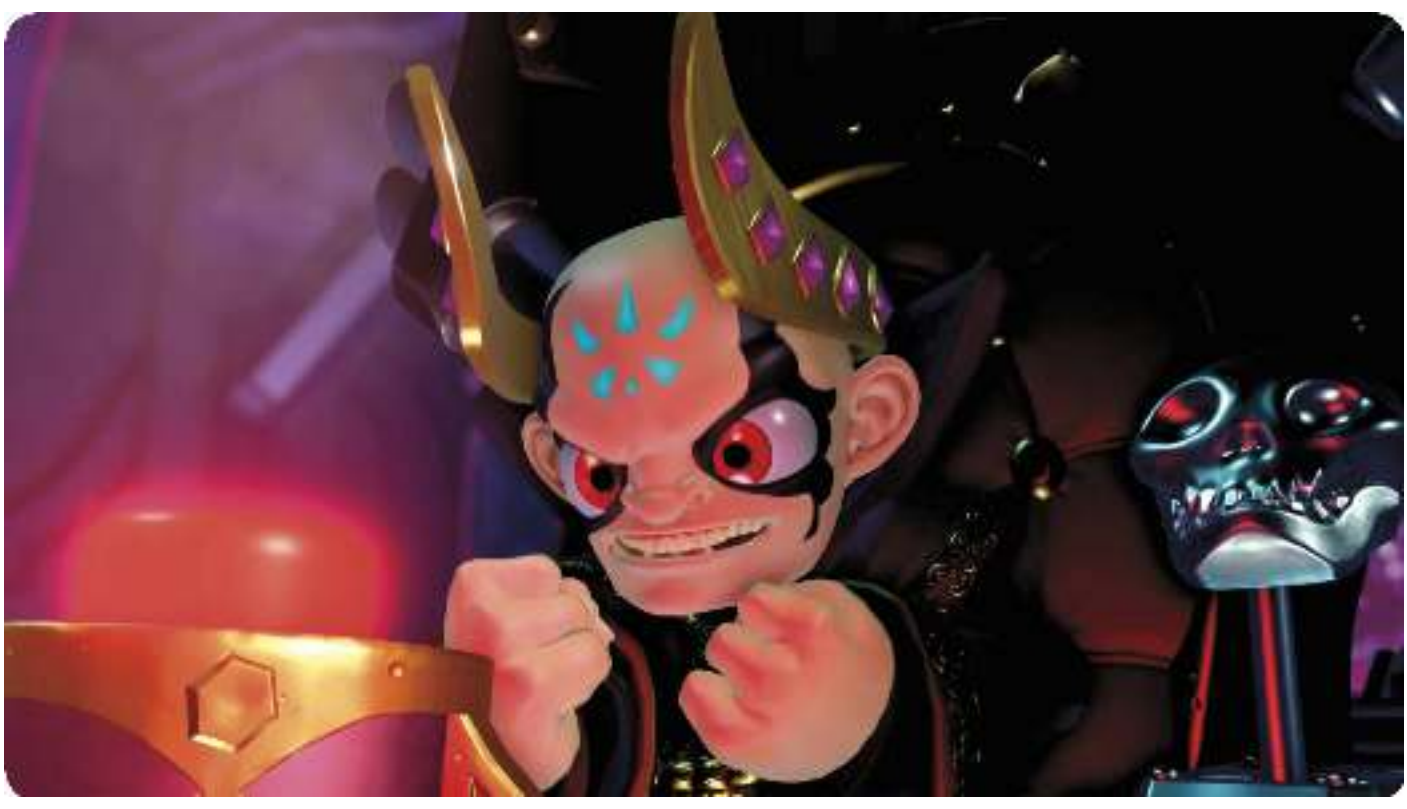
The Sky Eater

Chapter 47: The Sky Eater

You can't make it onto Kaos' ship. A force field is protecting the entire place, but there just might be a way to disable the defenses. Get into one of your Sky Vehicles, and then take off into the darkened skies. If you don't have a Sky Vehicle you can skip the Sky Challenge by talking to Flynn.



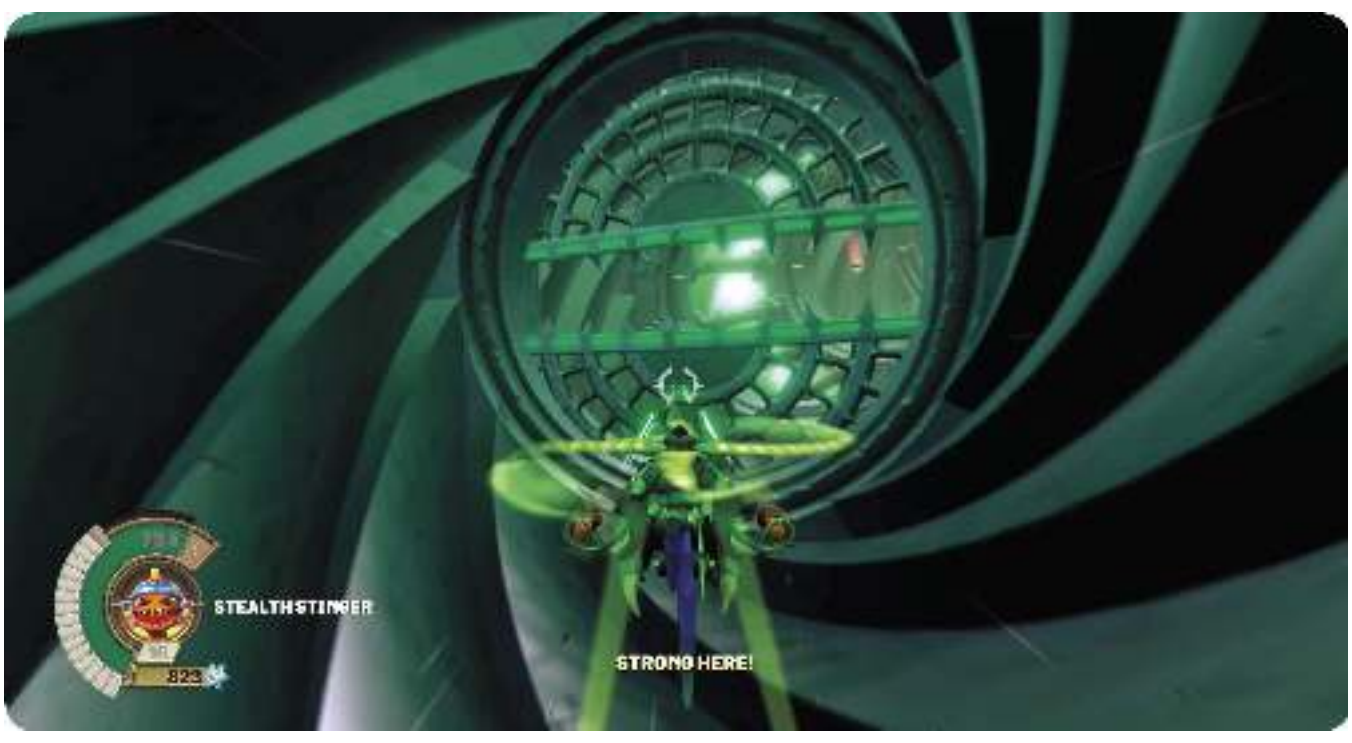
Infiltrate Sky Eater

This plan has several steps. The first one is easy; approach the massive geode near your ship and destroy five Geode Crystals. These are yellow crystal formations that are easy to see, hit, and destroy. Plus, they're marked on your map. Collect Gearbits while you're flying through the area.

As soon as you finish the fifth Geode Crystal, the planetoid breaks open. Fly into the core and take out seven Core Crystals next. Things are about to get even more exciting now! There are a number of enemy aircraft screaming into the area, ready to fight. Dark Gliders are as common as stars out here, but there are also Ebonbomb Airbuses as well.

If you're trying to get through this swiftly and safely, focus on the Core Crystals as soon as you can to bring them down and get out of the core quickly. People who'd rather get more from the fight can pull back and take out the aircraft so that they have time to scoop up Gearbits before leaving.

Once you take out the last Core Crystal, a passage opens. Take this into Kaos' ship. Hold back on the throttle because there are large barriers that open and close. Wait to speed up until the barriers are just beginning to open; that way you don't rush into them when they're about to close!



The path on the left has a **Red Toolbox**, so it's a good route to take when the corridor splits. Both sides are filled with a fair amount of Gearbits, so that's fun stuff either way.

The level ends in the landing bay. Clear this by destroying four suspended cranes. Fighter cover is quite heavy, so you shouldn't focus entirely on the cranes until you've gotten the enemy ships off your back.

Before finishing, scour the bottom of the landing bay for treasure. There are hundreds of Gearbits to collect without doing any work. Don't skip them!

Once the landing bay is clear, you get credit for this challenge and land to begin the next chapter.

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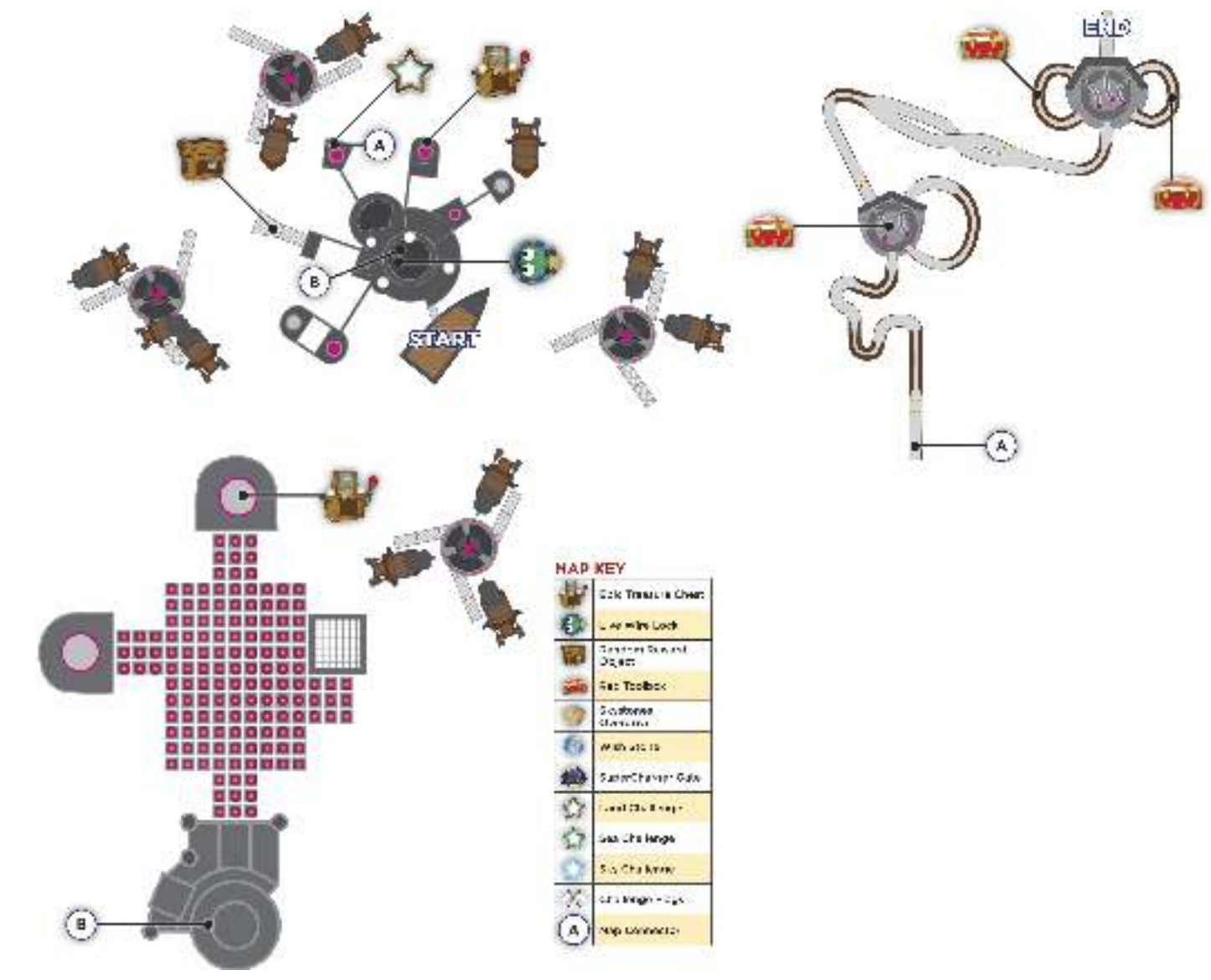
The Sky Eater

Chapter 48: Grinding Gears



You start the chapter on your ship, in the center of a floating dock area. There are defenders on the platform ahead, but there's a decent amount of experience and treasure to find as well.

Disembark and fight all of the enemies around the circle. It takes a while to clear them all, but doing so unlocks the door at the back-left side of the circle. Bring someone with high damage output for this fighting because the enemies have substantial health.

Once you unlock the gate, look at a pink door on the right side of the battle area. There is also a Live Wire Lock that is accessible after the battle. Use that now!

Inside the lock, jump into the air stream on the right to zip over a button. This gets you to the bottom of the map. Move over the button down there to collect a Spark and get back to the top. Use the stream on the left now to get the Second Spark. Press the bottom button again to get to the top and start the nearby cog's rotation. Collect the Spark inside that cog. You're done. Use the left stream again to get to the bottom, and leave the puzzle via the exit on the left.

The **Epic Treasure Chest** you earn is inside the building. Go down and grab it.

A walkway on the left takes you over to a **Random Reward Object**. On the back-right there is a similar passage that leads to an **Epic Treasure Chest**. Get both of these and then go through the unlocked gate at the back of the circle. Get into a land vehicle and start a challenge there.

Get Past Kaos' Defenses

Drive through a small course and avoid the barricades that pop up from the ground (and later on from the sides of the tunnel as well). You can see these ahead of time by looking at the ground for a grating that sticks out from the rest of the floor. Steer clear of those so that you don't take any damage.

You arrive in an arena with a floating hand above it. Drive to the right side to collect some minor loot and repair. Then drive onto the pink button on the left. Wait for the hand to lock onto your position and then speed away before it splatters you. This triggers the button and gives you enough time to drive away from the arena. Grab a **Red Toolbox** from the right tunnel.

You quickly come into another arena with a hand and three buttons. Fend off a few enemies while avoiding the hand. The way out is via the central button, but there are **Red Toolboxes** in the left and right tunnels, so go after those first.

You get the reward for completing the challenge as soon as you make it out of the central tunnel. Hurray!

You come to rest by a massive lake of sludge and whatever else in down there. It's better not to check.

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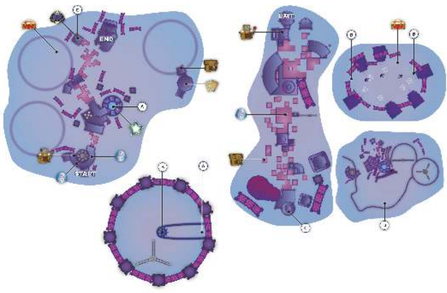
The Sky Eater

Chapter 49: Darkest Goo



Search the entire platform where you begin the next chapter. There are two **Wish Stones** close by (to the left for one, and ahead for the other). On the far left side of the platform is an **Epic Treasure Chest**.

Cross the strange bridge in front of your Skylander after collecting these items. Talk to the floating robot to learn which platforms are safe to jump on. The next piece of land has areas to customize your Skylander and vehicle. That's very good, because there is a Sea Challenge a few feet away. Trigger that to fight the Hydra!

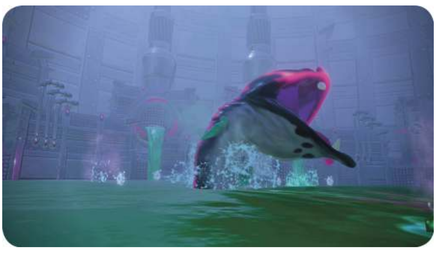
Hunt And Destroy The Hydra

Search for Gearbits to the lower-left and in the pipes at the top of this first area. Then, blow up the main hatch and go farther down into the green muck.

The second map has a **Red Toolbox** on the right side. Go through the spinning fan and jump up with your ship to get the reward.

Proceed to the end of the area afterward and face down the Hydra.

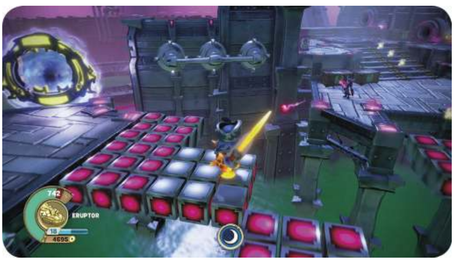
The Hydra Hatchling isn't well experienced yet. It hasn't fought many heroes, so be gentle on the poor thing. Shoot it when it rises out of the water and then maneuver away from the Hydra when it's submerged. Keep dodging and juking until the Hydra's antennae comes out of the water; that's when you know for certain where it will rise. Turn once you've reached a safe distance and blast it down. The little guy doesn't even have any good attacks yet.



There are Dark Barges dropping mines and making life a bit more difficult for you during this battle. When the Hydra is submerged, attack these to keep the arena clear. You can still dodge the Hydra while firing ranged weapons at the other ships.

When the Hydra falls into the depths once and for all, you complete the challenge and get back to the main map. Use the dock on the right to get extra loot before going over to the alternate landing site ahead.

Before returning to the main path, continue in the Sea Vehicle and go left to find a **Red Toolbox** hanging from a crane. Backtrack and go all the way to the right to find a Sea Vehicle dock. A **Random Reward Object** can be found there, as well as a Skystones Overdrive table. You rejoin the central path through the chapter once you land by the main docks. Come up there and pass through a couple of longer bridges that are made of blocks that may (or may not) be trapped. Interact with the computers before each bridge before going out. The platforms that turn grey briefly are safe. The ones that stay red are dangerous.



After the second bridge, turn left to reach a SuperCharger Gate toward a bonus area. Or, stay right to push for the end of the chapter. The Gate takes you to another extended bridge area. There aren't any puzzles, but the ranged enemies and trapped bridges are tricky enough on their own.

Make sure to get the Random Reward Object, on the left side of the first bridge. The second bridge has a Wish Stone right in the middle, so you can't miss that. Watch out for the Spell Punks that are guarding it; you should take them out to make your life easier while maneuvering around the bridge.

The last bridge has basic treasure on the right, and both an Epic Treasure Chest and the exit Gate on the left.

Come back through the Gate and push toward the end of the chapter. The elevator to the top has plenty of protectors. Area of effect attacks are quite strong here, especially during the first couple of waves.

Defeat your opponents and get onto the elevator to confront Kaos himself!

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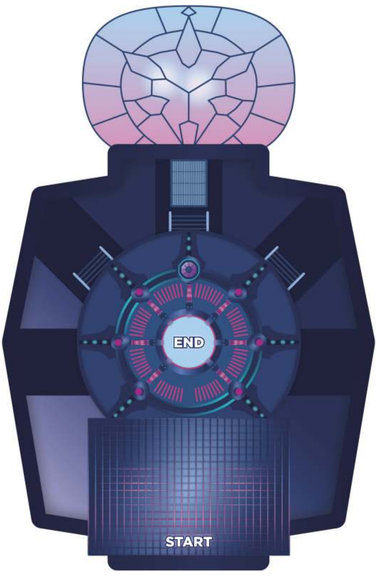
The Sky Eater

Chapter 50: Crush of Kaos



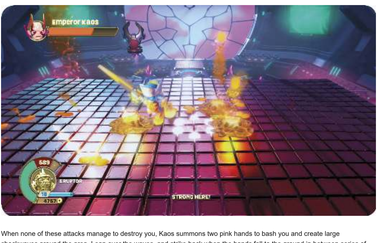
It's you versus Kaos! Beating Kaos is no mean feat. You have to work on your timing to survive this encounter, because you won't get tons of buffs, healing, or support here.

Kaos' first attack is to teleport into one of the upper corners; he shoots a few waves of spiked cubes across the screen. Jump over these as you make your approach, and then counterattack as aggressively as you can before he disappears.

The next stage comes after Kaos has taken some damage. He teleports again but appears near the center of the screen. Also, there are several Kaos (Kaoses? Kaosi? Whatever they are). However, you can easily identify the real Kaos, as he has a crown. Area of effect attacks let you thin their ranks quickly, because the fake Kaoses disappear when they take any substantial damage. Find the real one quickly and hammer on him.

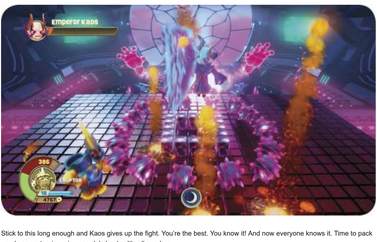
Kaos gets nervous after he's lost about a third of his health. He pulls back and tries to use a blade of darkness against you. Don't try to hurt it; play defensively and wait out this attack. Don't stand in the marked blue area; that is where the sword is about to strike. Pull back from there and then jump over the shockwave it creates. Do this for a few rounds and eventually Kaos returns.

He starts to mix up his teleports, cloning, and sword attacks. You have to really be on the ball to dodge everything, but it is quite possible. Keep your health high with a defensive fighting style, because you can't simply burn through Kaos' health. He has way too much of it. Be patient!



When none of these attacks manage to destroy you, Kaos summons two pink hands to bash you and create large shockwaves around the area. Leap over the waves, and strike back when the hands fall to the ground in between series of attacks. Stay as close to the front as you're comfortable standing, because this gives you more time to counterattack the hands. It's not worth taking hits to do this, but if you're good at dodging the shockwaves it's a solid way to improve your damage output.

Late in the fight, Kaos gets to spawn even more clones when he teleports, and he starts to blast the screen with many attacks. He also becomes invulnerable for brief periods. Take it all in stride; he is an emperor of evil, after all.



Stick to this long enough and Kaos gives up the fight. You're the best. You know it! And now everyone knows it. Time to pack up, do some touring, sign people's books. It's all good now.

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The Sky Eater

Chapter 51: Fear and Obey

Wait a moment. We might not be done yet. There is a final boss to deal with. Alright, let's get on that.

The final sequence isn't exactly a boss fight. It's more of an extended driving challenge. You have to drive through the gates of light to deal damage to The Darkness. The battle alternates between that, brief moments when you get to shoot at The Darkness while he's disabled, and some racing areas where you're just supposed to dodge enemy fire and pick up a boatload of Gearbits.

You don't have to memorize any patterns here to win. Instead, you only need to drive well. Take your favorite land vehicle (one with really good Handling and/or damage output). Top Speed and Acceleration aren't much of an issue.

Avoid the rotating bars that are common sights in the light-gate portions of the event. Ramming into those bars hurts you a fair bit over time. Look for repair items, because they show up here and there. Even getting one or two of them is enough to turn the end battle into a much easier event.

If you conquer The Darkness, everyone returns to the Academy. You can still race, play various games, and advance your Skylanders. You can even play Kaos at Skystones!

When you win this time, it's for real. You have saved the Skylands! There are no double secret, ultra end bosses. Probably. We're pretty sure.

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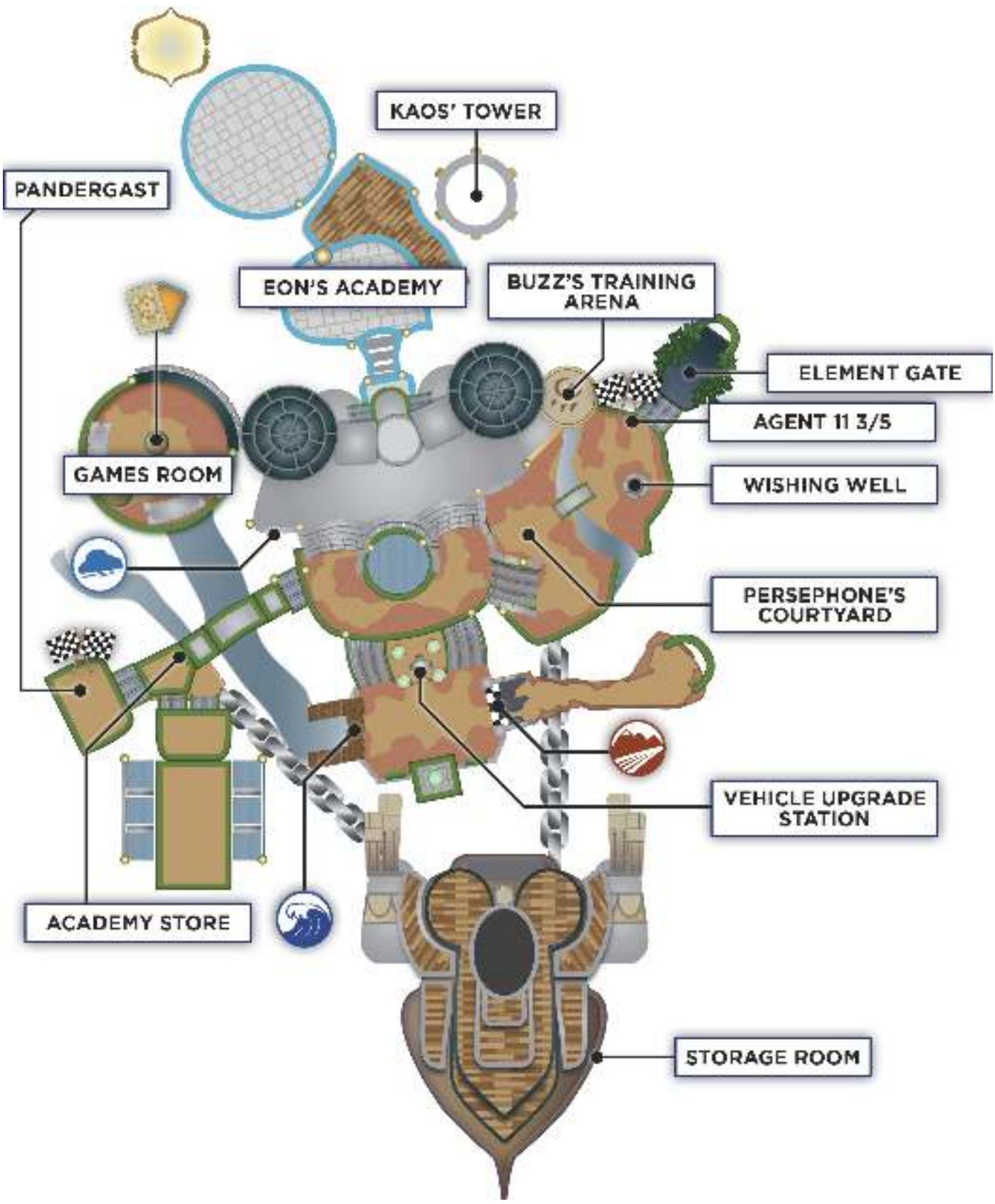
Skylanders Academy
Introduction

Skylanders Academy once again serves as the meeting place for the forces who have come together to stop Kaos's latest plans. When you return to the Academy after completing all the Chapters in a region of Skylands, there are usually new activities available to you. Most of the time, you'll be prompted to check out the newest activities but some are available before they're mentioned during the course of the Adventure.



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Skylanders Academy

Purchase Upgrades for Your Skylanders and Vehicles

Persephone uses her fairy magic to upgrade your Skylanders so long as you have sufficient Gold to pay for it. Talk to Sharpfin's Pit Crew to upgrade your vehicles. Changing a vehicle's Performance Mods, Specialty Mods, and Horns is free, but shield and weapon upgrades cost Gearbits.

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Skylanders Academy

Vehicle Training Areas

There are three vehicle training areas, each designed to provide you with a place to hone your driving and vehicular combat skills. They're also a way to pick up a few extra Gearbits when you're close to that next weapon or shield upgrade. The layout and/or features of the test areas change according to the day of the week.

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Skylanders Academy

Racing with Pandergast

Pandergast's dirigible pulls in to the Academy shortly after you first arrive. At first he offers only races at six tracks. However, through completion of races and purchasing toys, you unlock four additional racing modes and six new tracks.

Pandergast also offers racing quests. When you complete them, he hands over a reward. You can pick up a new quest immediately after turning in a different one. Not all quests are available immediately. Additional quests are unlocked as you advance the Adventure. Only three quests are available each day.

PANDERGAST'S QUESTS

Completing A Race Quests

QUEST	DESCRIPTION
Reach the Finish Line	Complete any Race
Take the Garden Tour	Complete a race at Chompy Garden
Arkeyan Archaeology	Complete a race at Temple of Arkus
Along the Serpent's Back	Complete a race at Dragon Spine
Underworld Undertaking	Complete a race at The After Party
Prehistoric Grand Prix	Complete a race at Frozen Fossil Festival
Tropical Trailblazing	Complete a race at Tropic Plunder
Running in the Temple	Complete a race at The Golden Temple
Mystical Vault Adventure	Complete a race at Mystical Vault
Cloud Factory Capers	Complete a race at Cloud Factory
Rocking the Clock	Complete a race at The Clock Rock
Flying over the Cuckoo Nest	Complete a race at Cluck's Cuckoo Nest
Chaos at Calamity Canyon	Complete a race at Calamity Canyon
Operative's Orders	Complete a SuperCharged Challenge

Defeating Villain Quests

QUEST	DESCRIPTION
Chasing the Chompy Mage	Defeat Chompy Mage
At Your Service	Defeat Glumshanks
Dragon Hunter's Downfall	Defeat Dragon Hunter
Catching Up to the Count	Defeat Moneybone
A Mesmerizing Victory	Defeat Mesmeralda
Pirate it Up	Defeat Captain Frightbeard
Bring Home the Gold	Defeat Golden Queen
Off to the Slamzer	Defeat Spellslamzer
Seize Lord Stratosfear	Defeat Stratosfear
Taming the Wild Wolf	Defeat Wolfgang
All Cooped Up	Defeat Cap'n Cluck
Kickin' it Up a Notch	Defeat Chef Pepper Jack

Racing Cup Quests

QUEST	DESCRIPTION
Bronze Land Racing Cup	Finish first in Land Cup at Easy
Silver Land Racing Cup	Finish first in Land Cup at Medium
Gold Land Racing Cup	Finish first in Land Cup at Hard
Bronze Sky Racing Cup	Finish first in Sky Cup at Easy
Silver Sky Racing Cup	Finish first in Sky Cup at Medium
Gold Sky Racing Cup	Finish first in Sky Cup at Hard
Bronze Sea Racing Cup	Finish first in Sea Cup at Easy
Silver Sea Racing Cup	Finish first in Sea Cup at Medium
Gold Sea Racing Cup	Finish first in Sea Cup at Hard

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Skylanders Academy

Academy Store

After Ari opens the Academy Store, visit it often to see what he has for sale. He carries only a few items each time you visit but his inventory changes each time you return to Skylander Academy. You can buy many of the same items that are found in Random Reward Objects.

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Skylanders Academy

Games Room

The Games Room allows you to listen to Kaos Diaries and revisit the cutscenes from the Adventure. There's also a Skystones Overdrive board where you can try out different deck configurations.

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Skylanders Academy
Element Gate

Instead of finding Element Gates throughout Skylands, there's a single Element Gate at Skylanders Academy. The gate's caretaker is a greeble named the Great Grizzo, who can change the gate's element to match that of your current vehicle. Only the vehicle's element matters when entering the gate.

There are ten challenges, one from each element. You can earn up to three shields depending on your performance. Each shield you earn rewards Stardust to increase your Portal Master rank.

AIR

Destroy 40 enemies as quickly as you can. There are some enemy fighters already flying around when this challenge begins but you need to destroy the turrets atop the towers to bring out more. Everything you destroy adds one to the counter, whether it's a turret, carrier, or fighter. Look for shield repair power-ups in the towers after you destroy the turrets.

Shield 1	Complete
Shield 2	Finish under 180.00s
Shield 3	Finish under 120.00s

DARK

Rescue five Scuba Sheep while avoiding the eel's sonar and follow-up attack. All you need to do to rescue the sheep is touch them. Listen for the eel's sonar. After you hear it, watch for the eel to turn red. That means it's about to strike. Use the environment (tight caves and metal bars) to avoid being hit. There are shield repair power-ups around if you need them.

Shield 1	Complete
Shield 2	Finish under 240.00s
Shield 3	Finish under 135.00s

EARTH

Collect 12 boulders by rolling them into the green air intakes scattered throughout the area. There are mechanical creatures who pull boulders up from the ground and throw them but you can ignore them for the most part. Some of the intakes are blocked by stone cubes but they're fragile. One hit from a rolling boulder is enough to destroy them. The key to a good time is locating stacks of boulders and hitting them so they all move toward an intake. There are four boulders in a stack so you don't need many stacks to wrap up this challenge.

Shield 1	Complete
Shield 2	Finish under 90.00s
Shield 3	Finish under 60.00s

FIRE

You're racing the clock on a track partially covered by lava. There are boost gates and stopwatches that pause the timer scattered around the track. Don't worry about picking up all the stopwatches or hitting every gate. The most important thing in this challenge is to avoid running over the lava because of how much it slows you down.

Shield 1	Complete
Shield 2	Finish under 65.00s
Shield 3	Finish under 55.00s

LIGHT

Kaos has hidden his forces in an asteroid field. Use laser sweeps to reveal their locations. Look for a health bar that indicates an enemy ship. Destroy the asteroid near that health bar to reveal the remaining four ships in that group. Shoot them down quickly and move on to the next group.

Shield 1	Complete
Shield 2	Finish under 120.00s
Shield 3	Finish under 90.00s

LIFE

You need to return 12 Twitterpillers to safety by plucking them from spiderwebs and dropping them into a nest. You can pick up multiiple Twitterpillers (they form an insect ladder when you pick up more than one between visits to the nest). However, the thorny vines that criss-cross the area pluck Twitterpillers from your vehicle should they touch. Your vehicle crashing into objects doesn't shake them loose but it will slow you down. Two Twitterpillers isn't too difficult to manage but three makes it tricky to reach the nest with everyone still holding on.

Shield 1	Complete
Shield 2	Finish under 180.00s
Shield 3	Finish under 120.00s

MAGIC

Rescue 12 stranded Mabu by running into them with your vehicle while avoiding mines and meteors. The Mabu are suspended in glowing bubbles and are found on the surface, in the air, and underwater. Watch for the purplish glow that indicates a Mabu's location. The glow extends above the surface when a Mabu is underwater so you don't need to dive under to look for them. The course is a series of straight lanes, so you don't need to worry about turning. When you reach a warp point, you're simply sent to the start of the next straight section.

Shield 1	Complete
Shield 2	Finish under 120.00s
Shield 3	Finish under 90.00s

TECH

You need to catch five Sheep Thieves and return the sheep to safety. Crash into the vehicles carrying sheep to reclaim the sheep immediately, or destroy the thief's vehicle with attacks (which is slower). After you pick up a sheep, drive to the drop off point. You can carry a maximum of two sheep at a time. The biggest hazard is the vanishing floor. It's always there but you can't always see it. The flying vehicles don't carry sheep but blast you when they can.

Shield 1	Complete
Shield 2	Finish under 150.00s
Shield 3	Finish under 85.00s

WATER

The Scuba Sheep needs your help to reach the end of the shipwreck. Destroy the barricade, then press the button to open the gate. Destroy the next two blockages and push up the hinged platforms to let the sheep cross the bridge. After more button pushing, barricade destroying, and another hinged platform, spin the wooden wheel clockwise so the sheep can hop in, then spin it around to let it out. The reddish ground launches the sheep to the end.

Shield 1	Complete
Shield 2	Finish under 90.00s
Shield 3	Finish under 60.00s

UNDEAD

Destroy tombstones to reveal the bugs and destroy 55 of them as fast as you can. There are four types of bugs here, Beetle Bouncers, Rhino Rampage Beetles, Snot Snatchers, and Queen Sting.

Exterminate 55 Undead Bugs.

Destroy tombstones to reveal bugs. Destroy non-tombstones (ringing outside of the area) to reveal powerups.

Shield 1	Complete
Shield 2	Finish under 180.00s
Shield 3	Finish under 50.00s

WISHING WELL

Located near Great Grizzo, the Wishing Well is where all the Wish Stones you've collected end up. It's available as soon as you reach Skylanders Academy but no one discusses it until after the events at Cap'n Cluck's Chicken HQ. When you throw in a Wish Stone, you are awarded an item similar to what you'd get from Random Reward Objects.

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Skylanders Academy

Quests from Tessa

Tessa begins offering her quests after you complete Chapter 37: Titanopolis. Look for her just outside Eon's Academy. Not every quest is available immediately. Additional quests are unlocked as you advance the Adventure. After completing three quests, you must wait a day before Tessa offers additional quests.

BUZZ HAS QUESTS, TOO

Buzz and his protégé, Agent 11 3/5, both have quests for every SuperCharger Skylander. For more information on those quests, check out "The Skylanders" section of this guide.

Skystones Quests

QUEST	DESCRIPTION
Card Shark	Complete a game of Skystones Overdrive.
Dealer's Choice	Complete a game of Skystones Overdrive.

Level Replays

QUEST	DESCRIPTION
The Rift to Skylands	Defeat Chompies. (45)
Monstrous Isles	Destroy buildings and trees. (50)
The Cloudbreather's Crag	Destroy tents. (50)
The Cloud Kingdom	Deflate Enlarged Inflatrators. (5)
Land of the Undead	Shoot Down Flying Enemies. (12)
Spell Punk Library	Defeat glass enemies by jumping on them. (8)
Gadfly Glades	Squish the Squash. (13)
Cap'n Cluck's Chicken HQ	Squish enemies with their own acorns. (8)
Vault of the Ancients	Make mines collide with each other. (10)

Battlebrawl Island Quests

QUEST	DESCRIPTION
Defeat Bad Breath Boris	Defeat Bad Breath Boris.
Defeat the Bone Head Brutes	Defeat the Bone Head Brutes.
Defeat the Crawler Co	Defeat the Crawler Co.
Defeat the Barnyard Rejects	Defeat the Barnyard Rejects.
Defeat Captain Thump Tusk	Defeat Captain Thump Tusk.

The Bandit Train Quests

QUEST	DESCRIPTION
To the Rescue	Rescue Toppins.
Speeding Train	Get the Blusterbomb.
Poor Glumshanks	Rescue Glumshanks's prized possession.
Fill 'er Up	Get the fuel supply.
That Belongs in a Museum	Recover the priceless art.
Super Secret Mission	Grab the Plans.
For the Birds	Rescue the Gold Beak Birds.

Ridepocalypse Demo Derby Quests

QUEST	DESCRIPTION
A New Challenger	Win the Derby.
Defend Your Title	Win the Derby.
Tough Contenders	Win the Derby.
Demolition Time	Win the Derby.
One True Champ	Win the Derby.
Crashing and Bashing	Win the Derby.

Other Quests

QUEST	DESCRIPTION
Wishing Well	Throw 3 Wish Stones in the Wishing Well.

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Skylanders Academy

Hugo's Daily Quests

Hugo begins offering quests after you complete Chapter 45: Highway Robbery. Look for him just outside Eon's Academy. Not every quest is available immediately. Hugo hands out three quests each day.

Star Challenge Replay Quests

LOCATION	CHALLENGE
The Rift to Skylands	Complete the Land Star objective in Chapter 2 (Save the Pit Crew).
	Complete the Sea Star objective in Chapter 3 (Destroy the Catalytic Cyclotron).
	Complete the Sky Star objective in Chapter 4 (Save the Escape Pods).
The Cloudbreather's Crag	Complete the SuperCharger Gate in Chapter 9.
	Complete the Land Star objective in Chapter 6 (Ring the Dragon Gong).
	Complete the Sea Star objective in Chapter 7 (Destroy the Blockages).
	Complete the Sky Star objective in Chapter 9 (Save the Temple).
The Cloud Kingdom	Complete the SuperCharger Gate in Chapter 11.
	Complete the Land Star objective in Chapter 14 (Catch Lord Stratosfear).
	Complete the Sea Star objective in Chapter 13 (Destroy the Storm Sequencer).
	Complete the Sky Star objective in Chapter 11 (Destroy the Transport Ship).
Land of the Undead	Complete the SuperCharger Gate in Chapter 17.
	Complete the Land Star objective in Chapter 19 (Defeat Moneybone).
	Complete the Sea Star objective in Chapter 18 (Destroy Blockage).
	Complete the Sky Star objective in Chapter 17 (Help Prisoners Escape).
Spell Punk Library	Complete the SuperCharger Gate in Chapter 23.
	Complete the Land Star objective in Chapter 23 (Defeat the Darkness).
	Complete the Sea Star objective in Chapter 23 (Escape the Hydra).
	Complete the Sky Star objective in Chapter 23 (Destroy the Mothership).
Gadfly Glades	Complete the SuperCharger Gate in Chapter 26.
	Complete the Land Star objective in Chapter 27 (Rescue Pomfrey).
	Complete the Sea Star objective in Chapter 26 (Rescue Twitterpillars).
	Complete the Sky Star objective in Chapter 27 (Shut Off the Water).
Cap'n Cluck's Chicken HQ	Complete the SuperCharger Gate in Chapter 31.
	Complete the Land Star objective in Chapter 30 (Get Through Cluck's Office).
	Complete the Sea Star objective in Chapter 30 (Drop Feed in Water Supply).
	Complete the Sky Star objective in Chapter 31 (Defeat CockadoodleDoom).
Monstrous Isles	Complete the SuperCharger Gate in Chapter 37 (Sand blocks puzzle).
	Complete the Land Star objective in Chapter 37 (Destroy Sandcastles).
	Complete the Sea Star objective in Chapter 36 (Catch Beachcomber).
	Complete the Sky Star objective in Chapter 35 (Destroy Clam Bunkers).
Ridepocalypse Demo Derby	Complete the SuperCharger Gate in Chapter 39 (Skystones Overdrive tables).
Vault of the Ancients	Complete the SuperCharger Gate in Chapter 43 (Magnetic ball puzzle).
	Complete the Land Star objective in Chapter 41 (Restore Sentry Statues).
	Complete the Sea Star objective in Chapter 43 (Power the Core).
	Complete the Sky Star objective in Chapter 42 (Ring the Chimes).
The Sky Eater	Complete the SuperCharger Gate in Chapter 49.
	Complete the Land Star objective in Chapter 48 (Get Past Kaos' Defenses).
	Complete the Sea Star objective in Chapter 49 (Hunt and Destroy the Hydra).
	Complete the Sky Star objective in Chapter 47 (Infiltrate the Sky Eater).

Hugo's Element Gate Quests

QUEST	DESCRIPTION
Water Vehicle Zone	Complete the Vehicle Element Zone - Escort the Scuba Sheep.
Fire Vehicle Zone	Complete the Vehicle Element Zone - Reach the goal.
Life Vehicle Zone	Complete the Vehicle Element Zone - Return Twitterpillars to safety.
Undead Vehicle Zone	Complete the Vehicle Element Zone - Exterminate 55 undead bugs.
Light Vehicle Zone	Complete the Vehicle Element Zone - Destroy Kaos' hidden forces.
Dark Vehicle Zone	Complete the Vehicle Element Zone - Rescue 5 Scuba Sheep.
Magic Vehicle Zone	Complete the Vehicle Element Zone - Rescue the mabu.
Tech Vehicle Zone	Complete the Vehicle Element Zone - Catch 5 sheep thieves.
Air Vehicle Zone	Complete the Vehicle Element Zone - Defeat 40 enemies.
Earth Vehicle Zone	Complete the Vehicle Element Zone - Collect 12 boulders.

Hugo's Multiplayer Quests

QUEST	DESCRIPTION
Friendly Game	Play Skystones Overdrive with a friend.
Co-Pilot	Collect Gearbits with a friend.

Other Quests

QUEST	DESCRIPTION
Skystones Winner	Win a game of Skystones Overdrive.
Fun and Games	Play Skystones in the Academy.
Cloud Factory	Win first place in a Race.
Chompy Garden	Win first place in a Race.

QUESTS FROM EVE

Sometimes Eve hands out a quest instead of Hugo. She's near the stairs leading to Persephone's Courtyard.

QUEST	DESCRIPTION
Land Test Track	Collect Gearbits.
Sky Test Track	Collect Gearbits.
Sea Test Track	Collect Gearbits.

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Skylanders Academy

Skystones Overdrive with Kaos

After the Adventure, Kaos takes up residence at the Academy. He and Glumshanks remind players of the other quest givers in the area. Afterward, he challenges you to a game of Skytones Overdrive. If you win, you get the Kaos Krown. After defeating him the first time, you can face him once each day to earn Gold and Gearbits.

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Skystones Overdrive

Introduction

Skystones Overdrive is a new game played in Skylands. You and your opponent alternate turns placing Skystones on the board. The goal is to deplete your opponent's health, which is tracked at the bottom of the board.

Your current vehicle becomes a special Skystone for the game. Skystones with the same Element as your active Skylander get a +1 bonus to their Health score. Your vehicle Skystone does not get this bonus health.

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Skystones Overdrive

Building Your Skystone Collection

There are over 100 total Skystones, but your playing deck is 20 Skystones (your vehicle Skystone is not included in that total), meaning you can create decks that work well with each other, or are tailored to a certain vehicle.

Most Skystones are acquired throughout the Adventure. You find them while exploring or in the shop and Wishing Well at Skylanders Academy. You also gain Skystones by winning matches during the Adventure. The other way to acquire certain Skystones is to use Traps from Skylanders Trap Team. You instantly acquire the Skystone of the villain held in the trap when it's placed in the Portal of Power.

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Skystones Overdrive

Special Ability Skystones

Some Skystones have a special ability that is activated when they are played. The special ability is the Skystone's initial action and takes place only when the Skystone is placed. In subsequent rounds, it is treated as a regular Skystone. Special ability information is included in the Skystones listing.

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Skystones Overdrive

Tips for Winning Skystone Overdrive

DON'T USE POWERFUL SKYSTONES WHEN THEY'RE NOT NECESSARY

A Skystone's "extra" attack value does not carry through to damage the player. If your Skystone with three attack hits a Skystone with one health, the two extra attack points go to waste.

USE SPECIAL ABILITIES AT THE RIGHT TIME

Learn how each special abiity works so you never waste these valuable effects. Special abilities, like destroying a random Skystone or increasing friendly Skystone attacks, work only when other Skystones are on the board. The ability to place Skystones in empty spots only works when there are empty spots on your side of the board.

HOT STEAK IS A TRUE WILDCARD

Its special ability description is "Makes the board sizzle." But it is more accurate to say "Does whatever it wants." Placing Hot Steak doesn't mean it will stay on your side of the board or that it will trade locations with an opponent's card. You may end up with an empty board while your opponent has a bonus card in play! Should you use it? That depends on your tolerance for frustration.

MATCH ELEMENTS

The +1 Health for Skystones that are the same Element as your active Skylander may not seem like much, but every little bit helps. Remember that Wheellock's and Small Fry's special abilities boost only Skystones that survive an opponent's turn. In addition, Dark, Light, and Water vehicles have an ability related to using cards of the same Element.

If you're looking to build a stacked deck, here is the number of cards per Element.

Skystone Breakdown By Element

ELEMENT	# OF SKYSTONES
Air Skystones	10
Dark Skystones	10
Earth Skystones	9
Fire Skystones	9
Life Skystones	11
Light Skystones	9
Magic Skystones	14
Tech Skystones	13
Undead Skystones	10
Water Skystones	14

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PRIMA GAMES

Skystones Overdrive

Skystones Checklist

Skystones From Adventure Mode

NAME	ELEMENT	HEALTH	ATTACK	SPECIAL
Blade Skhurts	Air	4	2	
Energy Guardian	Air	5	2	
Flynn	Air	2	3	Return a random enemy Skystone to its owner.
Lord Stratosfear	Air	3	5	
Shadow Guardian	Air	5	2	
Storm Spawner	Air	5	2	
Bomb Brawl	Dark	3	2	
Pandergast	Dark	1	2	Summmon a random vehicle into an empty friendly spot.
Shade Rusher	Dark	1	5	
Steam Squirt	Dark	2	4	
The Darkness	Dark	3	3	Reset the opponent's vehicle gauge.
Twilight Twister	Dark	3	2	
Hammerhead	Earth	3	2	
Pterashark	Earth	2	2	Destroy a random enemy Skystone.
Rush Crusher	Earth	3	2	
Toxic Tushie	Earth	3	3	
Wheelock	Earth	1	1	All friendly Skystones gain 2 attack this turn.
Cali	Fire	1	1	Destroy all enemy stones.
Fired-Up Frontman	Fire	3	3	
Hot Steak	Fire	10	4	Make the board sizzle!
Inflatrator	Fire	3	2	
Shifty Stickler	Fire	8	1	
Cootie Trap	Life	6	3	
Food Thief	Life	4	3	
Pike-Sized Prodder	Life	2	3	
Tessa	Life	3	2	All friendly Skystones gain 1 health.
Witch Pitcher	Life	3	3	
Bitning Bug	Light	4	3	
Flitter Glimmer	Light	9	2	
Hugo	Light	4	1	Heals owner for 5.
Pain Glass	Light	4	3	
Spellslamzer	Light	3	1	Deal 1 damage to 4 random enemies.
Calliope	Magic	6	2	
Cauldrones	Magic	3	2	
Emperor Kaos	Magic	3	2	Turns all enemy stones into Sheep (...may backfire).
Flea Jumper	Magic	4	3	
Glumshanks	Magic	8	1	Your opponent discards their hand and redraws. Skystone gains 1 health for each Magic Skystone drawn.
Magic Spell Punk	Magic	2	1	Summon a random Spell Punk into an empty friendly spot.
Persephone	Magic	1	2	
Shadowlin	Magic	5	4	
Small Fry	Magic	1	2	All friendly stones gain 1 attack this turn.
Snot Snatcher	Magic	5	3	
Electroclops	Tech	4	2	
Lift Lofter	Tech	5	3	
Meteo-Trollogist	Tech	2	3	
Percussion Pounder	Tech	2	4	
Sharpfin	Tech	3	1	Spawns The Rock in an empty friendly spot.
Sky Eater	Tech	4	2	
Training Dummy	Tech	2	0	
Blaster Caster	Undead	5	2	
Malefor	Undead	1	3	Deal 1 damage to 5 enemies at random.
Spin-Off	Undead	8	3	
Spot Bite	Undead	4	3	
T-Bone	Undead	1	3	Destroy a random Skystone with 2 or less health.
Warden Moneybone	Undead	1	2	Turn a random enemy Skystone into a Sheep.
Beachcomber	Water	3	2	Return a random enemy Skystone to its owner.
Blubberbeard	Water	5	3	
Captain Bristlestache	Water	4	4	
Muck Yuck	Water	4	2	
Pirate Henchman	Water	3	4	
Snagglescale	Water	2	2	All enemy stones lose 1 attack this turn.
Thunder Tow	Water	1	1	Heals owner for 10.

Skystones From Traps (Trapped Villains)

NAME	ELEMENT	HEALTH	ATTACK	SPECIAL
Bad Juju	Air	4	2	
Buzzer Beak	Air	5	2	
Dreamcatcher	Air	2	2	Destroy a random enemy Skystone.
Krankenstein	Air	6	3	
Eye Scream	Dark	3	3	
Fisticuffs	Dark	3	2	Return a random enemy Skystone to its owner.
Nightshade	Dark	3	2	
Tae Kwon Crow	Dark	1	5	
Chomp Chest	Earth	8	2	
Golden Queen	Earth	1	1	Heals owner for 10.
Grave Clobber	Earth	4	3	
Tussle Sprout	Earth	6	2	
Chef Pepper Jack	Fire	2	2	Deal 2 damage to all enemies.
Grinnade	Fire	4	3	
Scrap Shooter	Fire	3	2	
Smoke Scream	Fire	4	4	
Broccoli Guy	Life	3	2	
Chompy Mage	Life	4	1	Summon a chompy in all empty friendly spots.
Cuckoo Clocker	Life	3	4	
Sheep Creep	Life	4	3	
Shield Shredder	Life	7	2	
Blaster-Tron	Light	2	3	
Eye Five	Light	2	4	
Lob Goblin	Light	3	3	
Luminous	Light	1	4	
Bomb Shell	Magic	3	2	
Kaos	Magic	3	2	Turns all enemy stones into Sheep (...may backfire).
Pain-Yatta	Magic	4	2	
Rage Mage	Magic	5	1	
Brawlrus	Tech	4	3	
Bruiser Cruiser	Tech	2	3	
Dr. Krankcase	Tech	2	1	Turn random enemy Skystone into a Sheep.
Mab Labs	Tech	5	3	
Shrednaught	Tech	2	3	
Trolling Thunder	Tech	5	2	
Bone Chompy	Undead	3	3	
Hood Sickle	Undead	5	3	
Masker Mind	Undead	4	1	
Wolfgang	Undead	5	3	
Armored Chompy	Water	8	1	
Brawl and Chain	Water	3	2	
Chill Bill	Water	5	2	
Cross Crow	Water	4	3	
Slobber Trap	Water	5	3	
The Gulper	Water	3	1	Deal 1 damage to 4 random enemies.
Threatpack	Water	5	4	

Vehicle Stones (Require Full Overdrive Gauge To Play)

NAME	ELEMENT	HEALTH	ATTACK	SPECIAL
Jet Stream	Air	1	1	Swaps position with the highest attack enemy stone.
Sky Slicer	Air	1	1	Swaps position with the highest attack enemy stone.
Sea Shadow	Dark	5	2	Discard your hand and redraw. Gain 1 health for each Dark Skystone drawn.
Shark Tank	Earth	1	6	Summon The Rock in all empty friendly spots.
Thump Truck	Earth	4	3	Summon The Rock in all empty friendly spots.
Burn-Cycle	Fire	5	2	Deal 5 damage to the enemy player.
Hot Streak	Fire	4	3	Deal 5 damage to the enemy player.
Buzz Wing	Life	4	3	Heals 5 and Heal all friendly stones to full health.
Stealth Stinger	Life	5	2	Heals 5 and Heal all friendly stones to full health.
Sun Runner	Light	5	2	Discard your hand and redraw. Gain 1 health for each Light Skystone drawn.
Soda Skimmer	Magic	3	4	Summon a random Fire or Life Spell Punk into ALL empty friendly spots.
Splatter Splasher	Magic	4	3	Summon a random Fire or Life Spell Punk into ALL empty friendly spots.
Gold Rusher	Tech	2	5	Heal 5 and all friendly stones by 3.
Shield Striker	Tech	5	2	Heal 5 and all friendly stones by 3.
Crypt Crusher	Undead	4	3	A random friendly stone gains 4 attack this turn; it is destroyed after combat.
Tomb Buggy	Undead	2	5	A random friendly stone gains 4 attack this turn; it is destroyed after combat.
Dive Bomber	Water	4	3	Players discard their hands and draw. Gain 1 health for each Water Skystone drawn.
Reef Ripper	Water	5	2	Players discard their hands and draw. Gain 1 health for each Water Skystone drawn.

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Collectibles
Introduction

The following pages list collectible items that are tracked in the Portal Master screen.

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Collectibles

Hats

The hats below are new for Skylanders SuperChargers. You may find other hats during the Adventure, but they are carry-overs from earlier games in the Skylanders series.

HAT	STATS
Burn-Cycle Header	+7 Critical Hit %, +25 Elemental Power
Buzz Wing Hat	+15 Critical Hit %, +4 Speed, +10 Elemental Power
Crypt Crusher Cap	+30 Maximum Health, +10 Critical Hit %, +10 Elemental Power
Dive Bomber Hat	+40 Maximum Health, +15 Armor
Eon's Helm	+30 Maximum Health, +15 Armor, +15 Elemental Power
Gold Rusher Cog Cap	+9 Speed, +15 Elemental Power
Hot Streak Headpiece	+10 Armor, +6 Speed, +10 Elemental Power
Jet Stream Helmet	+7 Critical Hit %, +15 Armor, +6 Speed
Kaos Krown	+30 Maximum Health, +15 Critical Hit %, +9 Speed
Mags Hat	+30 Maximum Health, +15 Critical Hit %, +15 Elemental Power
Reef Ripper Helmet	+15 Critical Hit %, +15 Armor
Sea Shadow Hat	+10 Armor, +9 Speed, +7 Elemental Power
Shark Tank Topper	+20 Maximum Health, +15 Armor, +6 Speed
Shield Striker Helmet	+20 Maximum Health, +25 Armor
Sky Slicer Hat	+7 Armor, +15 Speed
Soda Skimmer Shower Cap	+15 Critical Hit %, +10 Armor, +7 Elemental Power
Splatter Splasher Spires	+30 Maximum Health, +10 Armor, +6 Speed
Stealth Stinger Beanie	+15 Critical Hit %, +15 Elemental Power
Sun Runner Spikes	+10 Critical Hit %, +10 Armor, +10 Elemental Power
Thump Trucker's Hat	+60 Maximum Health, +7 Armor
Tomb Buggy Skullcap	+25 Critical Hit %, +7 Armor

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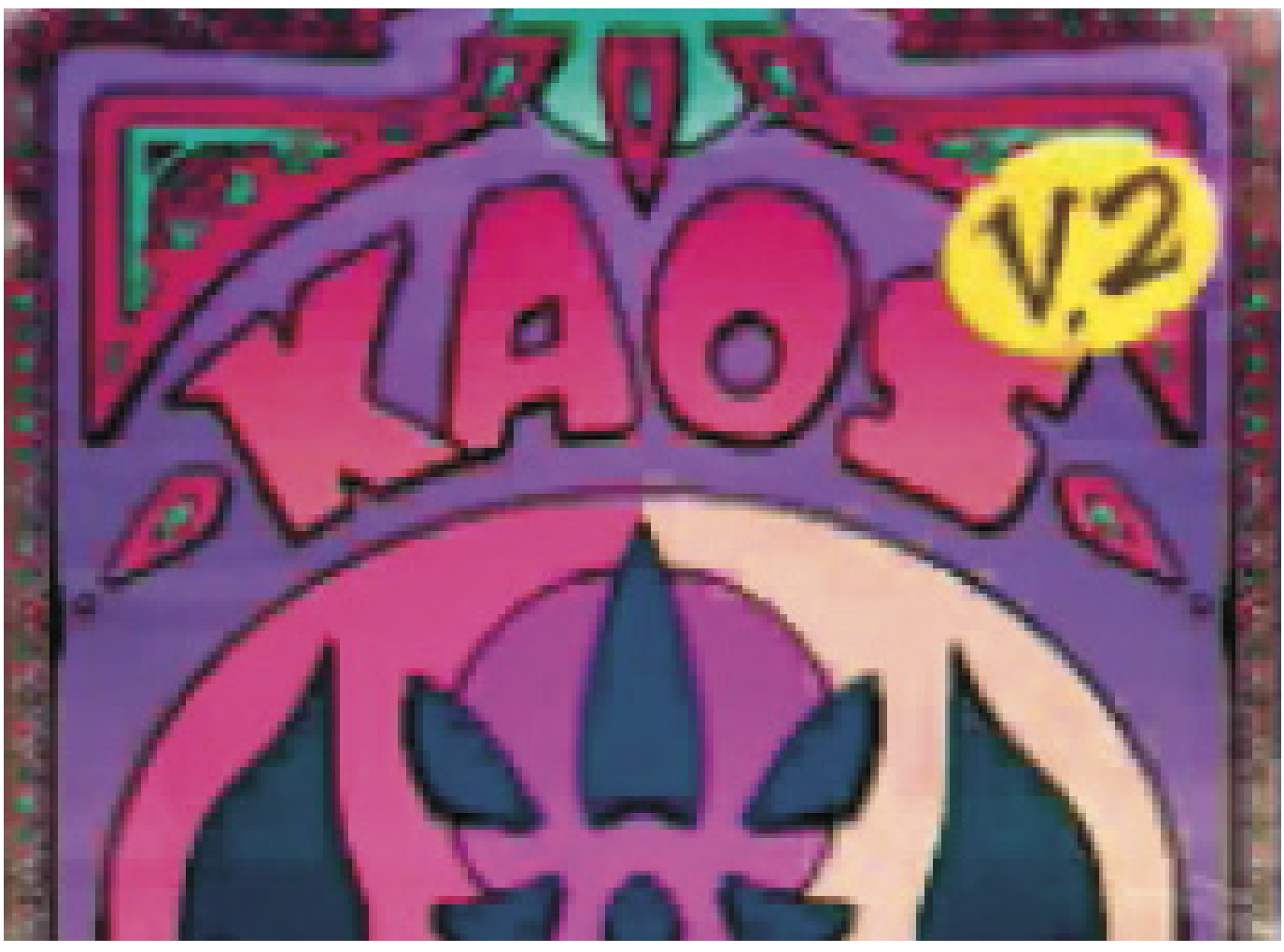
SKYLANDERS SUPERCHARGERS

Collectibles

Kaos Diaries

ENTRY 1: The Grapeness



Collectibles

Legendary Treasures

LEGENDARY TREASURE	DESCRIPTION
Beach Ball	Kick it around for fun. You could shoot at one of the goals.
Bioluminescent Mushroom	Bounce on top of it for a luminescent show.
Black Hole	Interact with it for a trip to a hidden room.
Blue Goal	One half of a set.
Boom Box	Plays Skylander tunes.
Chompy Ball	Is...is it following you?
Elemental Flower Pot	The color of the flowers matches your Skylander's Element.
Elemental Gem	The color of the gem matches your current Skylander's element.
Elemental Torch	The flame matches your current Skylander's element.
Eon Statue	Interact with it to hear Eon's wisdom.
Food Stand	Shoot it for free food.
Kaos Punching Bag	Sometimes beating up practice Greebles isn't enough.
Live Wire Lock	Practice your Live Wire Lock unlocking skills.
Red Goal	The other half of a set.
Sheep Ball	Smaller than a beach ball, but rolls just as well.
Shrink Ray	See the Academy from Skylander Mini height.
Snap Shot Doll	Add some laughter to your day.
Spitfire Doll	Add some laughter to your day.
SuperChargers Rug	It brightens up the room.
Toy Boat Racetrack	Mini Reef Ripper doesn't have much competition.
Toy Car Racetrack	You can start and stop Mini Hot Streak anywhere on the track.
Toy Plane Racetrack	Mini Sky Slicer showing off its moves.
Trampoline	Jump on it. It's a trampoline!
Traptanium Crystal	Even villains need their theme music.
Tree Rex Doll	Add some laughter to your day.
Trigger Happy Doll	Add some laughter to your day.
Wash Buckler Doll	Add some laughter to your day.
Water Fountain	A decorative piece with a soothing sound.
Zen Rake	Walk on the rake for a moment of profound insight: don't walk on rakes with the tines up.

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Collectibles

Magic Items

The magic items from previous Skylanders games now function only at the Skylanders Academy. The following is a breakdown of what they do when you put them on the Portal of Power and add them to your Legendary Treasure collection.

TRAINING DUMMIES

These items function as training dummies. When you attack them, damage numbers appear over their heads. Some hits also cause the dummies to drop treasure. When the coins stop coming, you must leave and return to the Academy the next day to get more coins.

ONE HIT, MANY COINS, ALL AT ONCE	MANY HITS, FEW COINS, MORE THAN ONCE	MANY HITS, MANY COINS, ALL AT ONCE
Battle Hammer	Anvil Rain	Healing Elixir
Darklight Crypt	Platinum Sheep	Mirror of Mystery
Dragon's Peak	Sheep Wreck Island	Piggy Bank
Empire of Ice	Sky-Iron Shield	Sky Diamond
Fiery Forge	Sunscraper Spire	
Hidden Treasure	Tower of Time	
Midnight Museum		
Tiki Speaky		

COIN DISPENSERS

Instead of attacking these items to get coins, you interact with them. Some put on a show for you as well. You can receive one reward per day.

Arkeyan Crossbow
Dragonfire Cannon
Ghost Pirate Swords
Hand of Fate
Rocket Ram
Scorpion Striker Catapult

SPEED BOOSTERS

Interact with these items for a speed boost around the Academy.

Time Twister Hourglass
Winged Boots

LEGENDARY TREASURE-LIKE

These items function like Legendary Treasures. Almost.

MAGIC ITEM	ACTS LIKE	EXCEPT...
Groove Machine	Boombox	It's 1880s technology instead of 1980s technology.
Nightmare Express	Toy Car Racetrack	It's a train. On train tracks.
Pirate Ship	Toy Boat Racetrack	It's a pirate ship.
Sparx the Dragonfly	Chompy Ball	One flies and the other rolls.
Volcanic Vault	Black Hole	Surprisingly, they function exactly the same.

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Racing
Overview

Racing becomes available as soon as you arrive at Skylander Academy and meet Pandergast. There are six tracks available initially (two each for Land, Sea, and Sky) and six more that are unlocked via the Land Trophy, Sea Trophy, and Sky Trophy. These three trophies also unlock Villain Cups and mirrored versions of the tracks.

To begin racing, either speak with Pandergast or select Racing from the pause menu. Check in with Pandergast whenever you are in Skylanders Academy. He offers challenges for extra rewards.

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Racing

Select a Race Mode

Not all modes are available immediately. When you win a race or set a record in Time Trial mode, you earn rewards. Rewards include Wish Stones, Vehicle Mods, and new Race Modes.

SINGLE RACE

The Single Race mode is the first mode of racing available. You face a field of seven opponents.

TIME TRIAL

Completing a single race as a Single Player, regardless of your finishing position, opens up Time Trial mode for that track. Time Trial is a race against the clock.

BOSS PURSUIT

After placing the Land, Sea, or Sky Trophy on your Portal of Power and earning a star in Single Race (Single Player), Boss Pursuit is unlocked for that track. In Boss Pursuit, you must stop the Villain from completing three laps. Defeating and capturing a Villain opens up that Villain for your use.

SUPERVILLAIN CUP AND MIRROR CUP

Opened in the same way as Boss Pursuit, these Cups are a serie s of four races. The races take place on each of the four tracks of a given type (Land, Sea, or Sky). You earn points based on your finishing position in each race. First place is worth 15 points, second is worth 12, third is worth 10, and the remaining spots are worth one point fewer each, down to eighth place's five points. The driver with the most cumulative points at the end of the final race wins the cup.

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Racing

Select a Track, Driver, and Vehicle

Next up is selecting a track and setting available options. Some modes have Easy, Medium, and Hard difficulty options. Placing the trophy that matches the race's type (Land, Sea, or Sky) also opens mirrored version of tracks.

After setting the available options, place a Vehicle of the correct handling and your Skylander on the Portal of Power before confirming to start a race. You can also place a Racing Action Pack on the Portal to open a menu that allows you to pick a defeated Villain and race as him. You can make adjustments to a vehicle's mods on the Blueprint screen.

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Racing

Get Ready to Race

Every trip to a track begins with a countdown and a meter at the bottom of the screen. Hit the accelerator button to rev your engine and note the needle in the meter moving to the right. For a boosted start, that needle should be in the light blue area. The light green is a slightly less powerful boost. The dark green area provides no boost, while the red area means an overheated engine and a stalled start.

After the start, a portrait appears in the lower left corner of the screen. It has three different meters. First, the vehicle's armor, shown in segments. As your vehicle takes damage, these segments fall away. Below the armor segments is your driver's health. If your vehicle's armor and driver's health are both depleted, your vehicle spins out and comes to a rest until both are restored. When that happens, the image of another driver appears on the screen. That driver is either who spun you out, or who you managed to spin out.

The final meter is the Ammo Bar. Drivers use the energy displayed here to use their attacks or other abilities. It slowly recharges over time but not all modes allow for the use of attacks and abilities, so it may remain empty.

TRACK-PROVIDED BURSTS OF SPEED

Boost rings (floating, golden rings) and boost pads (shimmering arrow-heads on the ground) are scattered throughout each track. Riding over the pad, or passing through a ring, boosts your vehicle's speed over a short distance. Learning the shortest route between these boosts can be tough because their positions change between the various race modes. Time Trial, for example, generally has more boosts due to the lack of Magic Item Boxes.

The numbered list items in the following section (The Tracks) mainly reference the Time Trial versions of that track. Some of the boosters mentioned become either Ammo Pods or Magic Item Boxes in Race modes and Boss Pursuit.

AMMO PODS AND MAGIC ITEM BOXES

For competitive race modes, blue cylinders, called Ammo Pods, appear on the track. These pods fill your Ammo Bar when you run over them. The multicolored boxes with exclamation points on them are Magic Item Boxes, which provide a randomly-determined power up when you touch one. Both Ammo Pods and Magic Item Boxes respawn a short time after being picked up. Memorizing their locations on each track is vital to racing success.

Power Ups

Groove Machine increases your speed and makes you invulnerable.

Healing Elixir regenerates your life and shield.

Powered Pods increase attacks' damage and give infinite ammo.

Rocket Ram morphs you into an invulnerable, high-speed machine.

Sky-Iron Shield blocks attacks for a short time.

Tiki Speaky strikes your enemies with lightning.

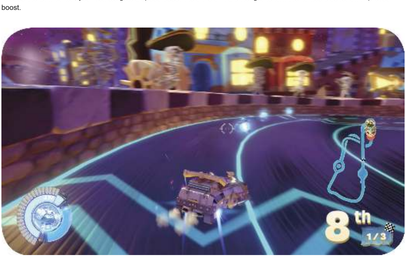
Time-Twister Hourglass slows down everyone…except the person who uses it.

Winged Boots give you a boost of speed.

RACING ON LAND: DRIFTING

Land Vehicles have two special controls: brake/reverse and drift. You may need brakes while racing, but reverse (holding down the brake button) should be saved for the Adventure.

Drifting is an invaluable skill for cutting seconds off each lap time. To begin drifting, hold down the appropriate button (default is Jump and one of the controller's front buttons) and turn. As long as the drifting button is held down, the wheels are locked (minor adjustments are possible) and the vehicle slides. Look for red flames to appear under the tires. That means when you release the Drift button, your vehicle gets a speed boost. Hold the drift a bit longer to turn the flames blue for an improved boost.



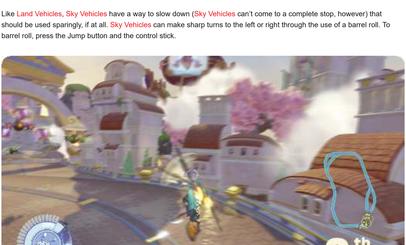
RACING AT SEA: DIVING

Racing primarily takes place above the water but there are long stretches in each track where you can dive beneath the waves. Tapping the Jump button causes your vehicle to hop into the air slightly, about the same as hitting a small wave. Holding the Jump button plunges your vehicle underwater.

Being underwater does not slow down your vehicle but you can't use abilities or attacks while submerged. Not every stretch of water is deep enough for your vehicle, so you may be forced to the surface. If you release the Jump button and your vehicle doesn't climb, that means you're in an area, like a cave, where there's not enough space above water for your vehicle to surface.

RACING IN THE SKY: BARREL ROLL

Like Land Vehicles, Sky Vehicles have a way to slow down (Sky Vehicles can't come to a complete stop, however) that should be used sparingly, if at all. Sky Vehicles can make sharp turns to the left or right through the use of a barrel roll. To barrel roll, press the Jump button and the control stick.



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Racing

Using the Interactive Racing Maps

Each map has three icons at the bottom: Name; Hazards; and Boss. Click each icon to reveal more information about them. Additionally, the maps have numbered icons, or “track notes”. Click on a numbered icon to get more information about the track.

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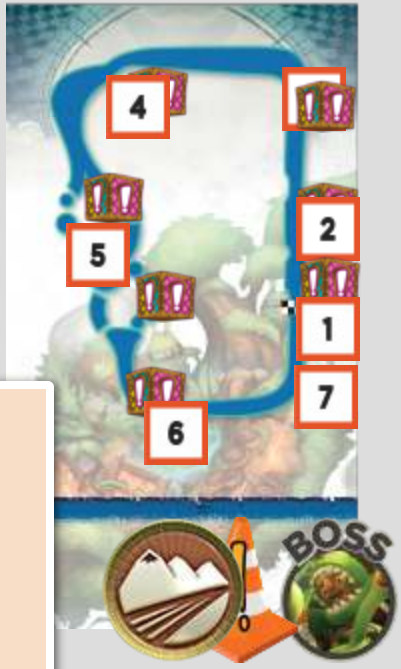

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- Boss Pursuit: Chompy Mage
- Hazards
- Power Box
- Racing on Land
- Track Note #1
- Track Note #2
- Track Note #3
- Track Note #4
- Track Note #5
- Track Note #6
- Track Note #7

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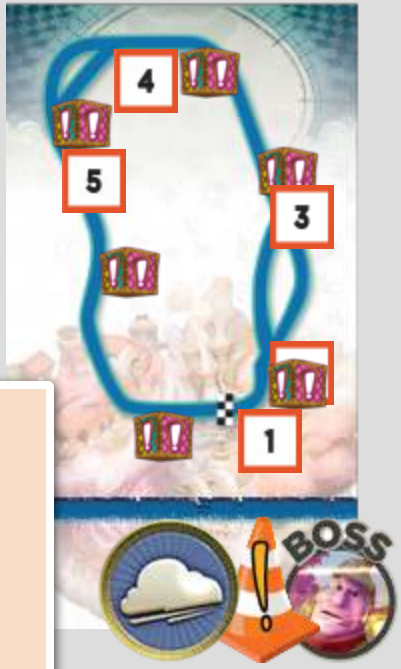

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Skylanders® Superchargers Legend

- Boss Pursuit: Lord Stratosfear
- Hazards
- Power Box
- Racing in the Sky
- Track Note #1
- Track Note #2
- Track Note #3
- Track Note #4
- Track Note #5

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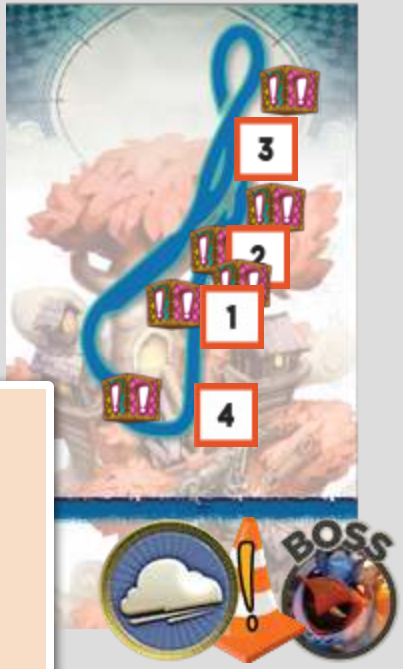

Skylanders® Superchargers Legend

- Boss Pursuit: Cap'n Cluck
- Hazards
- Power Box
- Racing in the Sky
- Track Note #1
- Track Note #2
- Track Note #3
- Track Note #4

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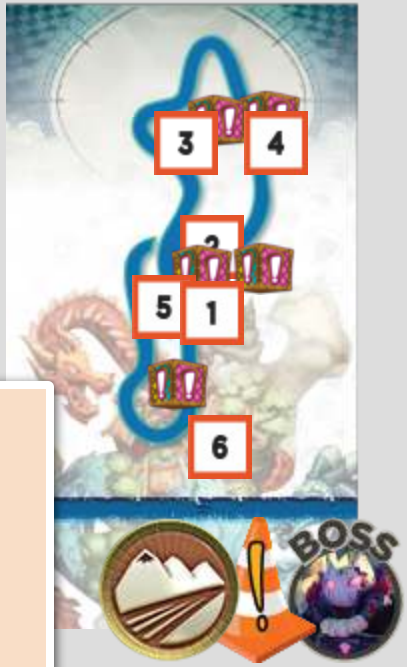

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- Boss Pursuit: Dragon Hunter
- Hazards
- Power Box
- Racing on Land
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- Track Note #4
- Track Note #5
- Track Note #6

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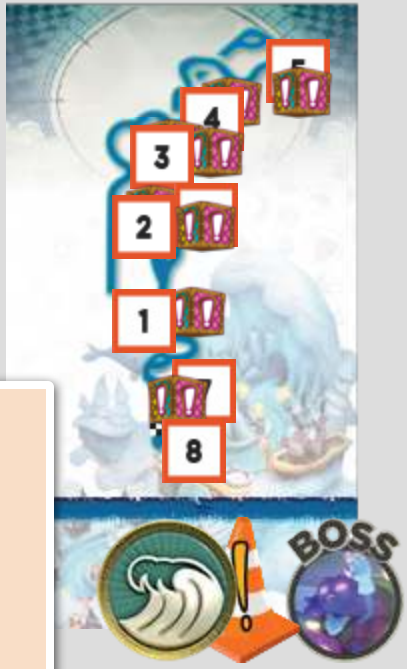

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- Boss Pursuit: Mesmeralda
- Hazards
- Power Box
- Racing at Sea
- Track Note #1
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- Track Note #4
- Track Note #5
- Track Note #6
- Track Note #7
- Track Note #8

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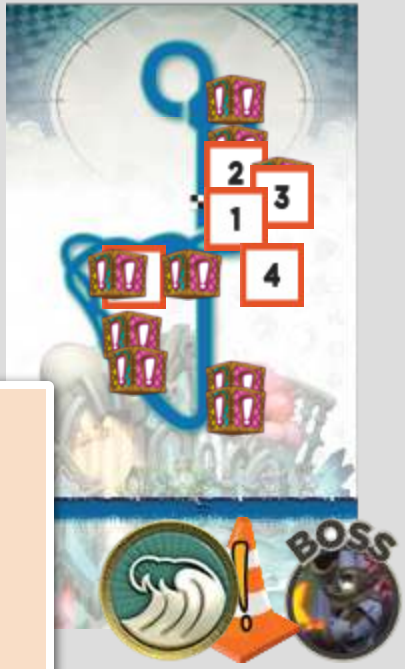

Skylanders® Superchargers Legend

- Boss Pursuit: Spellslamzer
- Hazards
- Power Box
- Racing at Sea
- Track Note #1
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- Track Note #4
- Track Note #5

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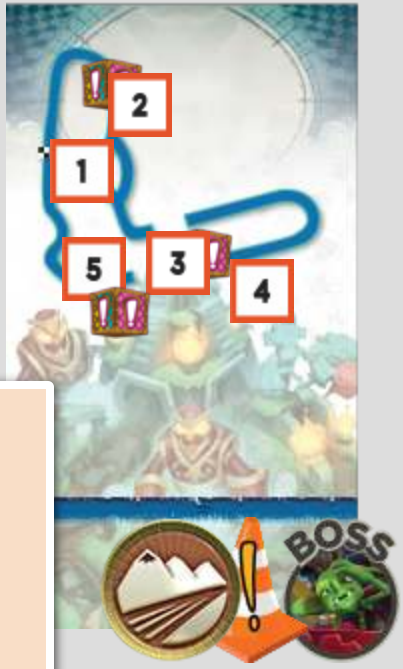

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- Boss Pursuit: Glumshanks
- Hazards
- Power Box
- Racing on Land
- Track Note #1
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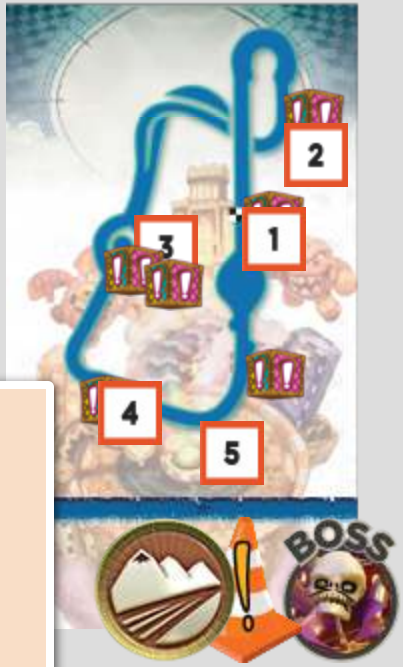

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- Boss Pursuit: Count Moneybone
- Hazards
- Power Box
- Racing on Land
- Track Note #1
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- Track Note #3
- Track Note #4
- Track Note #5

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- Power Box
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- Track Note #3
- Track Note #4
- Track Note #5

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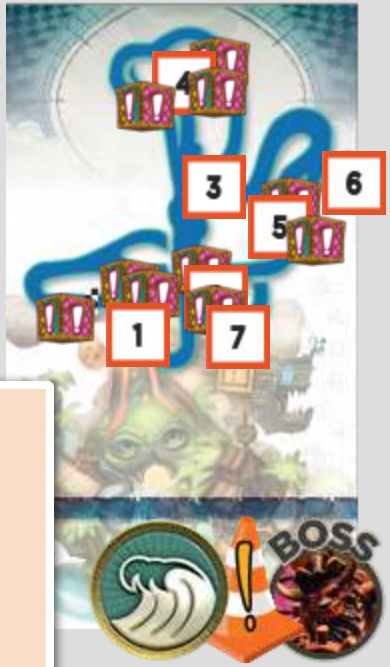

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- Boss Pursuit: Captain Frightbeard
- Hazards
- Power Box
- Racing at Sea
- Track Note #1
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- Track Note #3
- Track Note #4
- Track Note #5
- Track Note #6
- Track Note #7

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Achievements & Trophies

Story Mode Achievements

Achievements and Trophies are awarded by the console on which you're playing *Skylanders SuperChargers*. Not all consoles award Achievements and Trophies.

ICON	TITLE	DESCRIPTION	XBOX POINTS	PLAYSTATION TROPHY
	SuperCharged	Earn all other trophies	—	Platinum
	Eon's Elite	Complete Story Mode on Nightmare difficulty	**100**	Gold
	Best Driver in Skylands	Earn all Land Vehicle stars	**90**	Gold
	Dime	Reach Portal Master Rank 10	**10**	Bronze
	Quarter	Reach Portal Master Rank 25	**10**	Bronze
	Quarter, Nickel, Dime	Reach Portal Master Rank 40	**10**	Bronze
	Pair of Quarters and a Nickel	Reach Portal Master Rank 55	**40**	Silver
	Pair of Quarters, Pair of Dimes	Reach Portal Master Rank 70	**40**	Silver
	Perfect Pair	Defeat an enemy while SuperCharged	**40**	Silver
	Ready to Roll	Equip your first Mod	**10**	Bronze
	Check Out My Ride	Equip 3 different Mods on one vehicle	**10**	Bronze
	Mod Master	Collect 4 vehicle Mods	**10**	Bronze
	Grease Monkey	Fully upgrade a vehicle	**10**	Bronze
	Horn Honker	Honk your first vehicle horn	**10**	Bronze
	Wanna Race?	Complete a Race level	**10**	Bronze
	Catch Me If You Can	Come in 1st place in any Race on any difficulty	**10**	Bronze
	Pole Position	Come in 1st place in any Race level on each difficulty	**40**	Silver
	Road Trip	Enter a vehicle in Co-Op mode	**10**	Bronze
	The Real Collector	Collect 43 Skystones	**10**	Bronze
	Skystones Savant	Win 15 games of Skystones: Overdrive	**10**	Bronze
	Feng Shui	Have at least 5 active Legendary Treasures in the Academy at once	**10**	Bronze
	Archaeologist	Collect 10 Legendary Treasures	**10**	Bronze
	Live Wire Locksmith	Solve 15 Live Wire Lock puzzles	**10**	Bronze
	Gold Standard	Earn 6 gold Emblems	**10**	Bronze
	Ooh, Shiny	Achieve gold on 12 Emblems	**90**	Gold
	Hugo's Hero	Complete 10 quests given by Hugo	**10**	Bronze
	Tessa's Traveler	Complete 10 quests given by Tessa	**10**	Bronze
	Driver's Ed	Fully complete a Driver quest from Buzz	**40**	Silver
	Jail Break	Beat The Rift to Skylands on any difficulty	**20**	Bronze
	Sock Sniffer	Beat The Cloudbreather's Crag on any difficulty	**20**	Bronze
	Cloud Kingdom Clearer	Beat The Cloud Kingdom on any difficulty	**20**	Bronze
	Back Where You Belong	Beat Land of the Undead on any difficulty	**20**	Bronze
	Brawl to the Wall	Beat Battlebrawl Island on any difficulty	**20**	Bronze
	Knowledge is Power	Beat The Spell Punk Library on any difficulty	**20**	Bronze
	Yard Work	Beat Gadfly Glades on any difficulty	**20**	Bronze
	Chicken Bites	Beat Cap'n Cluck's Chicken HQ on any difficulty	**20**	Bronze
	Vacation Getaway	Beat Monstrous Isles on any difficulty	**20**	Bronze
	Demolition Derby	Beat Ridepocalypse Demo Derby on any difficulty	**20**	Bronze
	Power of Attraction	Beat Vault of the Ancients on any difficulty	**20**	Bronze
	Raiding the Raiders	Beat The Bandit Train on any difficulty	**20**	Bronze
	Light Giver	Defeat The Darkness on any difficulty	**90**	Gold

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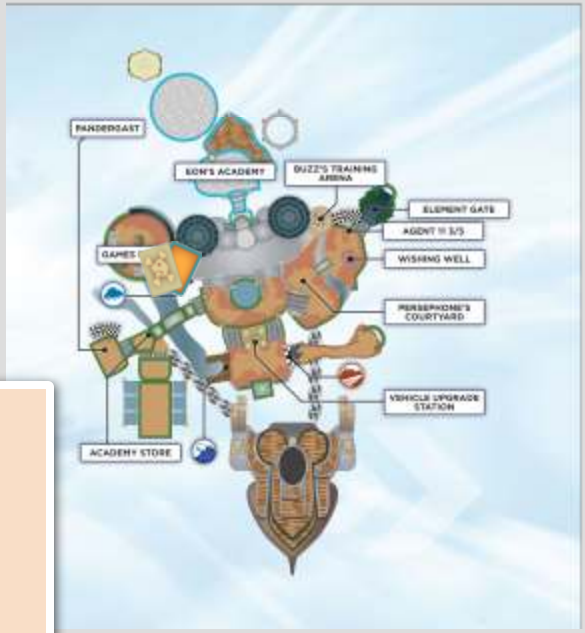
Skystones Overdrive



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- Random Reward Object
- Sky Challenge
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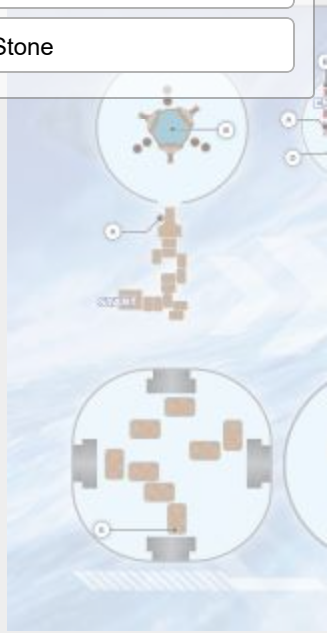

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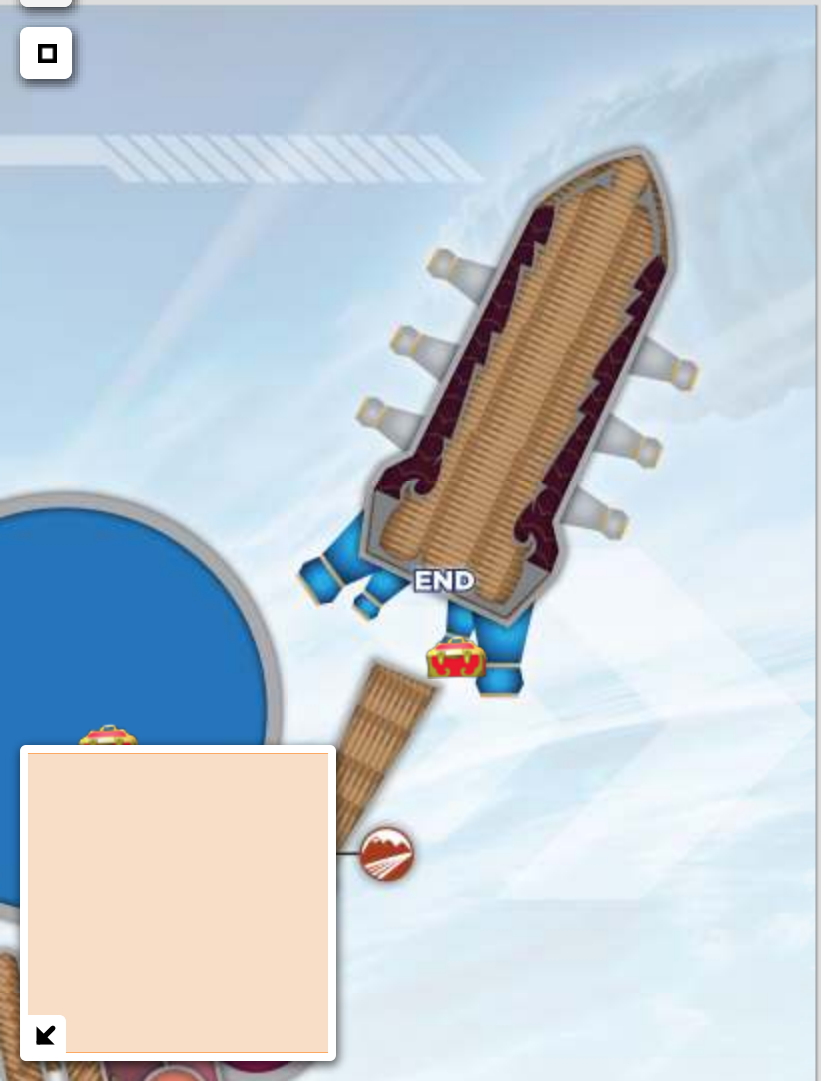

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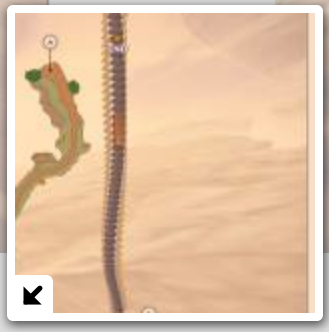

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Red Toolbox

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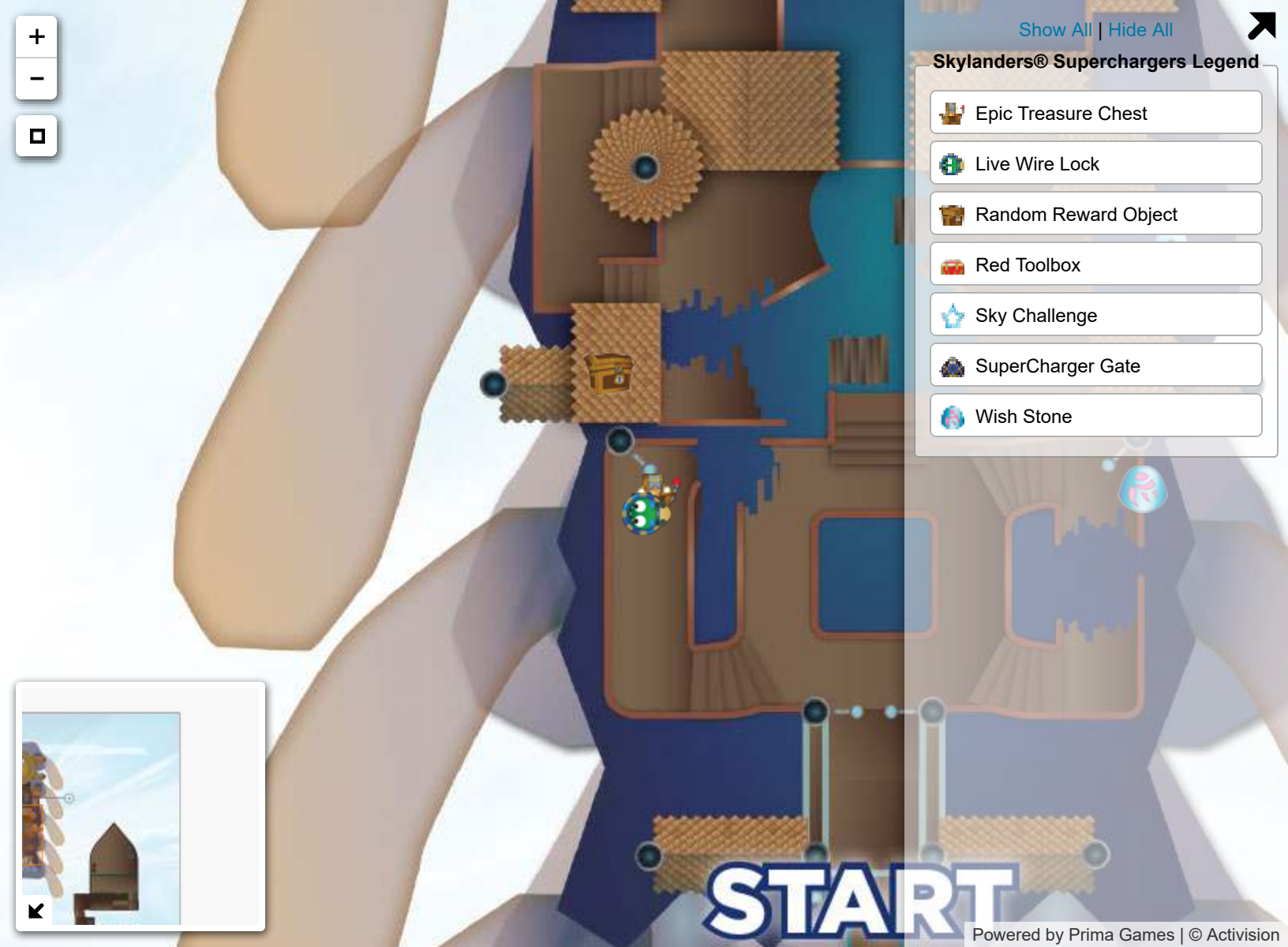

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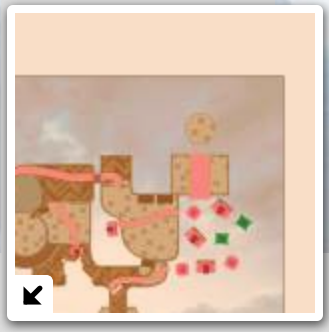

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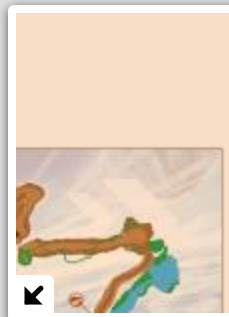

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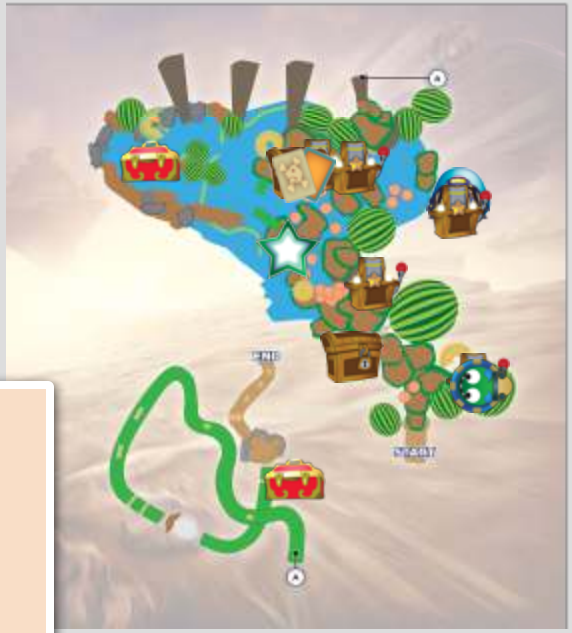

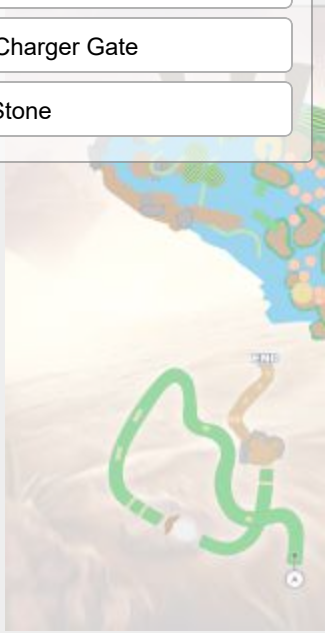

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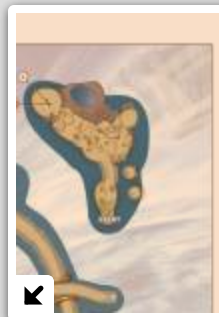

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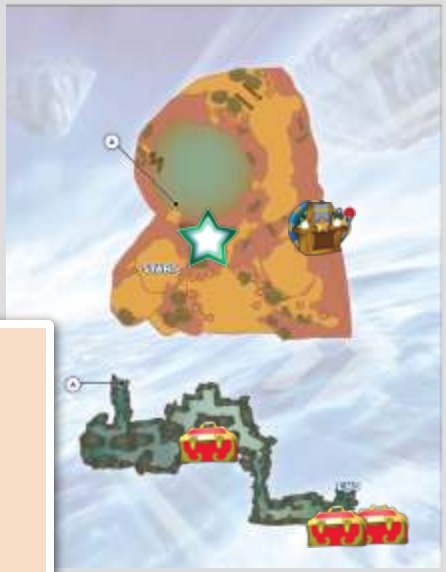

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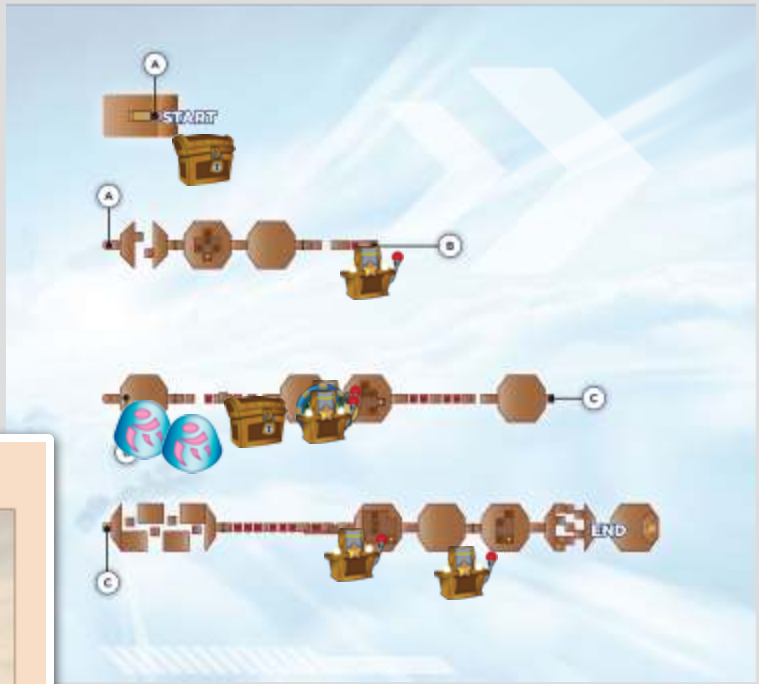

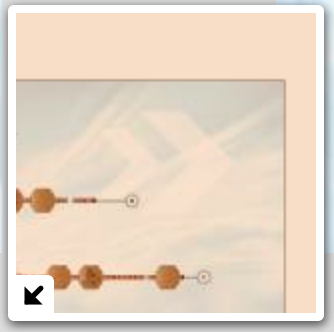

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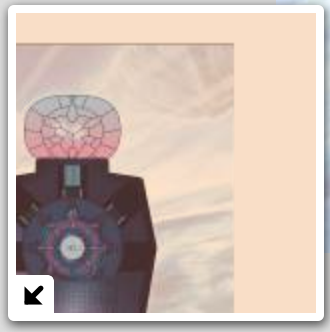

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